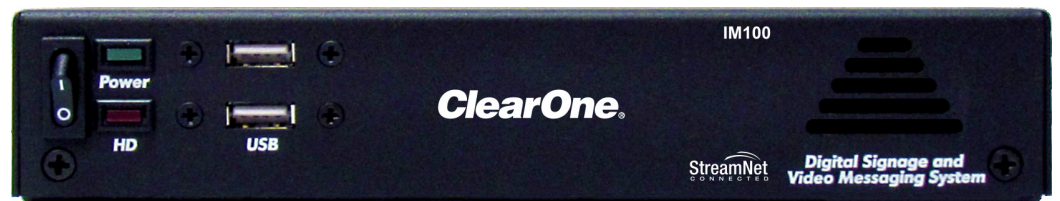


ClearOne[®]

IMPRESS™ IM100 - Digital Signage Solution **USER MANUAL**



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IMPRESS IM100 DIGITAL SIGNAGE USER MANUAL

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Table of Contents

IMPRESS Overview	4
Hardware	4
Software.....	4
Publishing	5
Terminology	6
IMPRESS Installation	6
Box Contents	6
Hardware Installation.....	6
Connect with an Encoder.....	7
Connect the Control Keyboard	7
Connect the Ethernet Cable.....	8
Connect a Direct Serial Cable (Optional).....	8
Connect Audio Sources (Optional)	8
Connect the Video Inputs (Optional)	8
Connect the Power.....	8
Starting the Unit.....	9
IMPRESS Setup	10
Control Keypad Buttons	10
Menu	10
Arrows and Select / Enter	10
Esc	10
Opt 1, Opt 2, +, -	10
The IMPRESS Setup Menus.....	10
Video Settings Menu	11
Set Date & Time Menu	11
Network Settings Menu	12
Verifying Network Setup	14
Installation Menu	15
System Menu	15
Updating the Unit's Software	15
Update Procedure.....	15
USB Memory Stick Update.....	15
Online Update.....	15
StreamNet Setup and TouchLinX Screens	16
Adding a MediaLinX with an IMPRESS IM100 to a Project.....	16
Source Configuration	17
Using the IMPRESS Source	18

IMPRESS Composer Installation and Setup	20
Composer Installation	20
Running Composer Installation.....	20
Network Serial Key	10
Composer Setup	22
Launching IMPRESS Composer.....	22
General.....	23
Sites	24
Connection Method	26
Completing Site Setup.....	27
Test Connection	28
Set Date & Time	28
Set Password	29
Managing Multiple Users	29
File Sharing and Separate Installation	29
Designate a “Server”	30
Do Not Use “Local” File Image Files	30
Use Common Fonts.....	30
One User at a Time for a Particular Project	30
Use Publishing Sites	30
Getting Started and Publishing.....	31
Creating a New Project	31
Project Title.....	31
Display Type (Aspect Ratio)	31
Display Orientation	31
Resolution.....	31
Open an Existing Project.....	33
Working Within a Project	34
Reordering Pages	35
Adding and Removing Pages.....	35
Editing Pages.....	35
Project Properties.....	36
General Tab.....	37
Page Defaults Tab.....	37
Logo Tab	38
Overlay Region Tab.....	39
HTML Preferences Tab	40
Omitting Specific Pages	42

Exporting and Importing.....	43
Exporting Pages.....	43
Importing Pages.....	44
Saving Your Work	44
Previewing your Project	45
Publishing to an IMPRESS Unit.....	46
Creating and Adding Content	48
Standard Pages.....	48
Object Selection Toolbar	49
Safe Text Area Guides.....	49
Backgrounds.....	50
Text Objects.....	52
Images	54
Adobe Flash.....	55
MS PowerPoint.....	59
PowerPoint Details and Considerations	59
Credit Roll.....	60
Video Frames	61
Video Clip	62
External Video	63
Video Pages.....	64
Overlay Regions.....	64
Enabling and Defining a Region.....	66
Adding Region Content	67
Scheduling.....	69
Logo	69
Visual Effects	70
Audio	71
Scheduling and Other Page Settings.....	72
General.....	72
Display Settings	73
Scheduling	74
Regular Scheduling	75
Regular Scheduling Examples	76
Event Scheduling.....	77
External Device Commands	77
Warranty and License Agreement	78
Specifications	81

IMPRESS Overview

The IMPRESS IM100 Digital Signage and Video Messaging system allows you to create slides and other content on your PC with graphics, text and video which can then be played back on numerous types of video monitors using the IMPRESS unit. A variety of applications can be served, including advertising, announcements, schedules, point of sale displays, and more. Use the IMPRESS wherever you have one or more monitors that need to display messages in the form of still images, video, and crawling text.

HARDWARE

The IMPRESS IM100 unit is a dedicated player in a small form factor case. It features high quality output, quiet operation, and an easy-to-use interface with a keypad remote control.

The back panel has a variety of connections for attaching various monitors and accessories to the unit. These connectors are described later in this manual.



SOFTWARE

Each IMPRESS IM100 unit comes with a copy of IMPRESS Composer software. This software can be installed onto a (Windows 7, Vista, 2000 or XP) computer allowing you to generate pages with backgrounds, text, and images and other content to be displayed on an IMPRESS system.

Backgrounds can come from many sources, including other Windows applications, your own scanned photos or digital camera images, the IMPRESS background libraries, and more. You can copy and paste text directly into Composer from other programs such as Microsoft Word or any browser.

PUBLISHING

The act of transferring your content from the PC it was created on to the IMPRESS system for playback is called “Publishing.” With the IMPRESS system, several publishing options are available:

Ethernet – All IMPRESS systems include built-in Ethernet support, allowing you to place the IMPRESS on a network of any size for high-speed transfers.

Direct Serial – All IMPRESS systems include a 10-foot serial cable that can be connected between the PC and the IMPRESS, using an available 9-pin communications port. Serial transfers are slower than Ethernet, but very simple to set up.

Removable Media – You can also publish to USB Flash drives. After publishing to the removable media, simply remove it from the PC, and insert it into the IMPRESS. The project will be transferred and played automatically.

All of these publishing methods are described in detail later in this manual.

Once published, the IMPRESS retains the projects on its built-in hard drive. The hard drive has a capacity for a nearly unlimited number of images (10,000+). However, capacity may vary depending on other types of content sent.

TERMINOLOGY

Here are some terms associated with the IMPRESS that will be used frequently throughout this document:

Publishing – The act of sending finished content to the IMPRESS unit for playback

Page – Also called a slide, or frame – a single screen of content.

Overlay Region – Also referred to as a crawl region – an area of text at the top or bottom of the screen, separate from the page area, that contains scrolling or static text.

Time Domain – Another name for content scheduling. Previous versions of the IMPRESS software used this term.

Upstream – With regards to video playback, an upstream video source is one that feeds into one of the IMPRESS unit’s video inputs.

Downstream – With regards to video playback, a downstream source is one the IMPRESS unit’s output signal passes through prior to distribution.

IMPRESS Installation

BOX CONTENTS

Before you begin setup of your IMPRESS unit, make sure the following components are included in the original packaging:

- IMPRESS IM100 Main System Unit
- Control Keypad
- Power Cord
- Null Modem Serial Cable
- IMPRESS Composer CD-ROM
- 1/8" Audio Cable
- User Manual CD

HARDWARE INSTALLATION

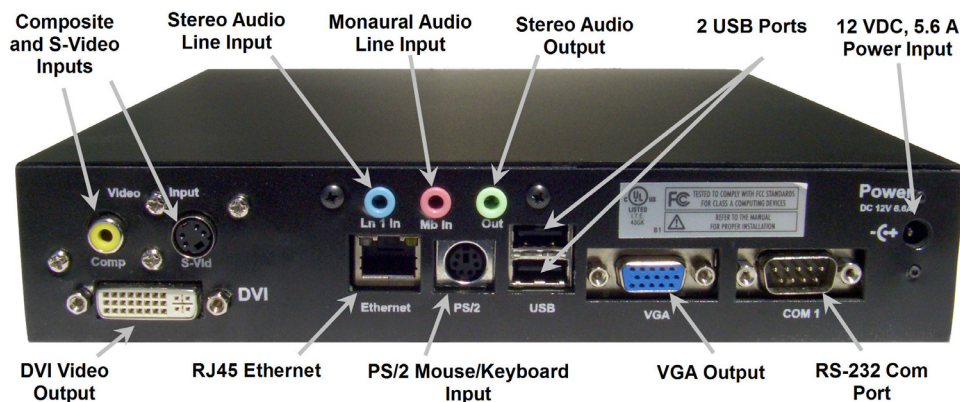
The IMPRESS IM100 chassis is a 1RU, 1/2 rack solution. Ideally, it will be installed in a rack mount case or cabinet in a climate-controlled room. The height of the unit is less than 1RU to allow for airflow requirements.

If a rack mount installation is not available, the IMPRESS unit should be placed on a stable, flat, level surface.

Take care to ensure the unit is not placed where it may be easily knocked over, have its cords tripped over, or have liquids spilled into it.

The IMPRESS unit warranty does not cover damage caused by accidents or misuse.

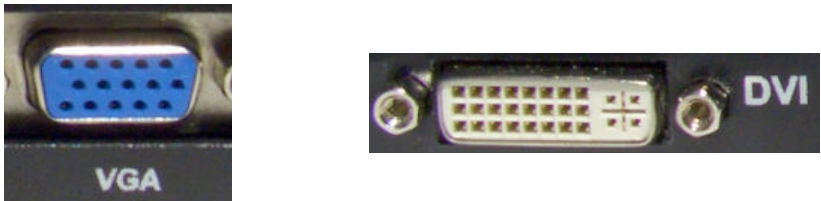
All of the connections are found on the rear panel, shown below.



- » **NOTE:** You must unplug the IMPRESS before adding or changing any connections. Failure to do so may damage your IMPRESS unit.

CONNECT WITH AN ENCODER

The IMPRESS unit supports two types of output connections as shown below:



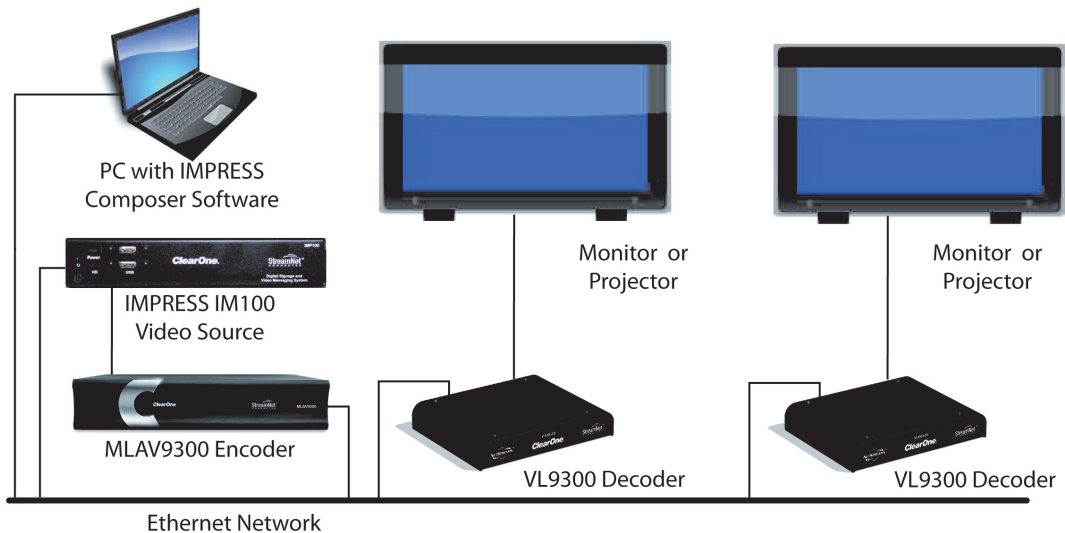
The IMPRESS unit in most cases will be connected with a StreamNet Encoder MLAV9300 or MLAV9500-CS, with the encoded data decoded by a VL9300-CS or VL9100 decoder. In these situations The IMPRESS unit will be used as one of the sources for a StreamNet system. For more detail, see the StreamNet Setup chapter.

The following table shows the format and resolutions of each device:.

Format	Resolutions	Encoders		Decoders	
		MLAV9500-CS	MLAV9300	VL9300-CS	VL9100
4:3	800x600	Yes	Yes	Yes	Yes
	1024x768	Yes	Yes	Yes	Yes
16:9	1280x720	Yes	No	Yes	Yes
	1280x768	Yes	Yes	Yes	Yes
	1376x768	No	Yes	Yes	Yes
	1920x1080	Yes	No	Yes	No

» NOTE: All outputs are at 60 Hz, vertical.

The following diagram is an example of a typical network setup:



CONNECT THE CONTROL KEYBOARD

The IMPRESS is controlled by a small keypad. Connect this keypad to a USB connector on the front or back of the player.

CONNECT THE ETHERNET CABLE

IMPRESS units include an Ethernet networking adapter. If you intend to use the IMPRESS unit on a LAN, connect the network cable here. (Contact your network administrator to help you identify your network's cable connection if necessary.)

- » NOTE: Ethernet networking can be a complex subject. If you are not familiar with terms such as "IP Address," "Subnet Mask" and "TCP/IP," we recommend that you have your Network Administrator assist you with the initial setup of the IMPRESS unit.

CONNECT A DIRECT SERIAL CABLE (OPTIONAL)

If you will be publishing via a direct serial connection, connect the cable from the communications port on the publishing PC to the COM1 serial connector on the IMPRESS. See the section above for help identifying the COM1 port on the IMPRESS.

- » NOTE: To publish with a serial cable, you must use a Null Modem serial cable, included with your IMPRESS. A standard serial cable will not work.

CONNECT AUDIO SOURCES (OPTIONAL)

The IMPRESS system feature three audio connections – Stereo Line Input, Monaural Line Input and Stereo Audio Output.

CONNECT THE VIDEO INPUTS (OPTIONAL)

There are 2 video inputs on the back of the IMPRESS – RCA, and S-Video.

Any device you wish to show through the IMPRESS can be connected here (VCR and DVD players are most commonly used). Refer to the "Video Pages" section of the "Creating and Adding Content" chapter for further details.



CONNECT THE POWER

Once you are sure everything is properly connected, connect the power cable from the adapter to the rear of the IMPRESS unit and then plug it into a power outlet on a surge protector or battery backup unit.

- » NOTE: The IMPRESS IM100 uses a switching power adapter supporting 120/240 VAC at 60 or 50 Hz.

STARTING THE UNIT

The IMPRESS unit has a “soft” power switch. When you plug the unit in, it will return to its last power setting, which may have been “on” or “off.”

Turn the unit on by connecting the power and momentarily pressing the **power** button on the front of the unit.

The boot process can take up to 60 seconds. During this time, the screen may be black or a series of boot screens will be displayed (VGA only).

After the boot process is complete, the IMPRESS will begin playing pages. If this is the first time your IMPRESS unit has been started, it will play a demonstration project. Otherwise, it will play the default project last published from your PC.

If this is your initial use of the IMPRESS and after successfully reaching this stage, your unit is ready to configure. Follow the steps under “IMPRESS Setup.”

- » **NOTE:** Normally, the unit should be left on all the time, but if you need to turn off the power (for example to connect expansion devices or to ship the unit), the recommended method is to go through the on-screen menu > System > Shutdown.

IMPRESS Setup

The IMPRESS IM100 unit's functions are accessed using the included wired control keypad.

CONTROL KEYPAD BUTTONS

MENU

This key will enter and exit the IMPRESS unit's menu system. The menu display will be sent to all the video outputs simultaneously, temporarily enabling any outputs that are turned off.

Exit the menu screen by pressing **Menu** again. The IMPRESS unit will resume playback on its specified output connector.

ARROWS AND SELECT / ENTER

When accessing menus, the arrow keys navigate the menus and change the values of selections. The **Select** and **Enter** keys choose a highlighted menu item.

Esc

Pressing the **ESC** key will back up to the previous menu level. If you are in a requester that has a **Cancel** button, pressing **ESC** is the same as **Cancel**.

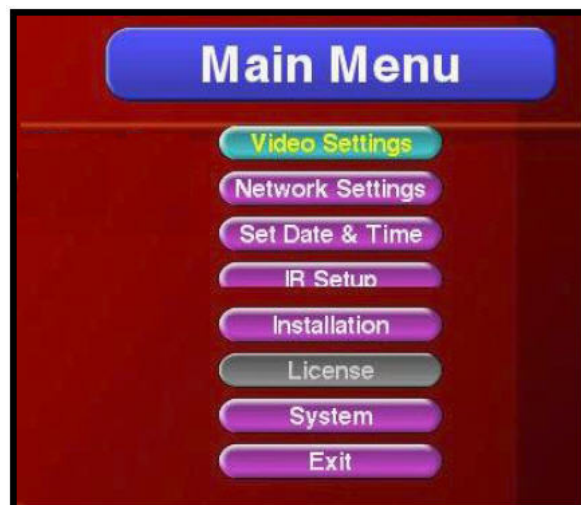
OPT 1, OPT 2, +, -

These keys are reserved for future expansion.

THE IMPRESS SETUP MENUS

The setup menus allow you to change some of the settings used by the IMPRESS unit. The changes you make are remembered by the unit even after a power failure. To access the menus, press the **Menu** key on the control keypad.

The main menu screen, shown below, should appear. The menus are displayed on all outputs simultaneously. After you exit from the menus, playback resumes on the designated output connector.



Use the **up** and **down** arrows on the control keypad to highlight a menu item. Once the desired item is highlighted, press the **Select** key.

Each of the setup menus is described on the following pages.

VIDEO SETTINGS MENU

The Video Settings menu controls how the IMPRESS outputs video during the playback of projects.



Highlight the output connector you will be displaying to, and press the select key. The IMPRESS can output its signal on the VGA or the DVI connector.

DVI/VGA – When selected, both the DVI and VGA connectors will output a signal - the composite and S-Video connections will be disabled completely. This is the default.

Composite/S-Video – The Composite and S-Video connections are disabled.

SET DATE & TIME MENU

From the Main menu, highlight “**Set Date & Time**” and press **Select**. The Set Date and Time menu will appear:



- » NOTE: When you create pages on your PC, you can set starting and ending dates and times, therefore it is very important that the date and time on the playback system are set accurately to assure proper playback.

Press the **right arrow** key to highlight the first '**Date**' field.

Use the **up** and **down** arrow buttons to change the value of a field, and use the **left** and **right** arrow buttons to move between fields.

The format is YEAR – MONTH – DAY.

Once you have adjusted the numbers to reflect the current date, press **Select** to move down to the first '**Time**' field.

Use the **left** and **right** arrow keys to select which number you wish to modify, and use the **up** and **down** arrow keys to change the value of that number.

The format is HOUR – MINUTES – SECONDS.

- » NOTE: This menu uses 24-hour notation, meaning that hours range from 00 to 23 instead of the usual 1-12 AM/PM. For example, Midnight is 00:00, 8 AM is 08:00, Noon is 12:00, 1 PM is 13:00 and 11 PM is 23:00.

Use the **up** and **down** arrow buttons to highlight the desired time zone, and press the **Select** key to highlight "**Set**" and press the **Select** key again to confirm the settings.

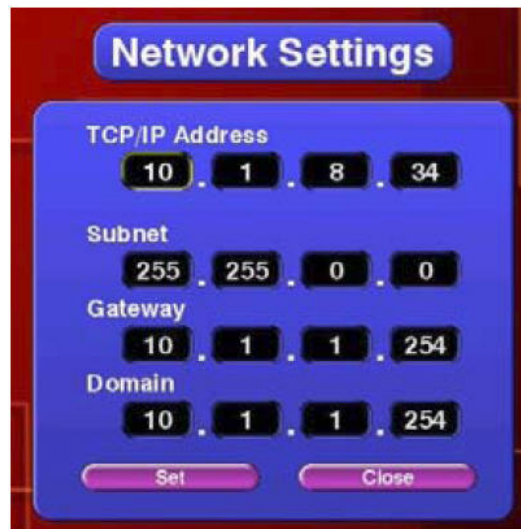
Press the **right** arrow key and select to return to the main menu.

NETWORK SETTINGS MENU

All IMPRESS units feature built-in support for Ethernet networking.

- » NOTE: Ethernet networking can be a complex subject. If you are not familiar with the meaning and implementation of terms like "IP Address," "TCP/IP" and "Subnet Mask," then we recommend you have your network administrator assist you with these menus. ClearOne can assist with the diagnosis of network-related problems, but cannot advise on how to configure the IMPRESS system for installation on a specific network.

All network settings are adjusted by selecting the “Network Settings” menu from the Main Menu screen:



The screenshot shows a 'Network Settings' window with a blue background and a red border. It contains four sections for network configuration: 'TCP/IP Address' with values 10, 1, 8, 34; 'Subnet' with values 255, 255, 0, 0; 'Gateway' with values 10, 1, 1, 254; and 'Domain' with values 10, 1, 1, 254. At the bottom are two buttons labeled 'Set' and 'Close'.

Field	Value 1	Value 2	Value 3	Value 4
TCP/IP Address	10	1	8	34
Subnet	255	255	0	0
Gateway	10	1	1	254
Domain	10	1	1	254

TCP/IP Address - Use the left and right arrow keys to select which number you wish to modify, and use the up and down arrow keys to change the value of that number. When you are finished, press the **Select** key to move down to the Subnet entry.

Subnet Mask - Set the Subnet value to the one used on your network the same way you entered your TCP/IP address. (This value is provided by your network administrator). It is important that the Subnet match the Subnet of your network, or communication with the IMPRESS unit may not work. When you are finished, press the **Select** key to move down to the Gateway entry.

Gateway - In some networks, setting just the TCP/IP address may be sufficient. However, in more complex networks, a “Gateway” value is required. Set the Gateway value to the one used on your network the same way you entered the previous two addresses. (This value is provided by your network administrator.)

- » **NOTE:** If you are installing the IMPRESS unit behind a router, the router address must be entered in the Gateway setting before the IMPRESS will talk across the router.

When you are finished, press the **Select** key to move down to the Domain entry.

Domain - In some networks, setting just the TCP/IP address may be sufficient. However, in more complex networks, a Domain Name Server (DNS) may be required, and that address can be specified here. Set the Domain value to the one used on your network the same way you entered the previous three addresses. (This value is provided by your network administrator.)

- » **NOTE:** If you are installing the IMPRESS unit behind a router, the Domain Name Server address must be entered in the Domain setting, or the unit may not be able to find other machines on the network.

When you are finished, press the **Select** key to highlight ‘Set’ and press the **Select** key again to save your settings. Press the **right** arrow key followed by the **Select** key to return to the main menu.

VERIFYING THE NETWORK SETUP

Once the IMPRESS networking hardware has been connected and its settings have been configured, your Network Administrator should verify that the network is operating properly.

To verify that data can reach the IMPRESS IM100 unit, use a PC on the same network. Open a Command prompt on the PC, then type in a “ping” command:

```
ping x.x.x.x
```

Substitute your IP address for the “x.x.x.x” shown above. For example, if the IP address of your IMPRESS unit is “10.1.1.4”, then you should type:

```
ping 10.1.1.4
```

If your network connection is successful, you should see results similar to the following:

```
C:\Windows>ping 10.1.1.4
```

```
Pinging 10.1.1.4 with 32 bytes of data:
```

```
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
```

```
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
```

```
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
```

```
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
```

```
Reply from 10.1.1.4: bytes=32 time<10ms TTL=255
```

```
Ping Statistics for 10.1.1.4:
```

```
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss).
```

If a connection cannot be established between the IMPRESS and your networked PC, you should repeat the hardware and software setup steps, verifying your settings. Pay particular attention to the IP address and Subnet value.

If the above test still fails, have your Network Administrator contact ClearOne.

INSTALLATION MENU

The installation menu provides controls for updating the player unit's software (see next section) and restoring either of the two pre-installed demonstration projects.

SYSTEM MENU

The System menu allows you to turn off or restart the IMPRESS player. When possible, always use one of these options rather than holding in the power switch to shut the player off.

UPDATING THE UNIT'S SOFTWARE

Occasionally, ClearOne will issue upgrades to the IMPRESS software. These upgrades are issued on the ClearOne website. Use either of the following procedures to update your IMPRESS.

UPDATE PROCEDURE

There are two methods for updating the IMPRESS software: USB Memory Stick and Online:

USB Memory Stick Update

This method requires a USB memory stick containing the update provided by ClearOne. Contact ClearOne support for more information.

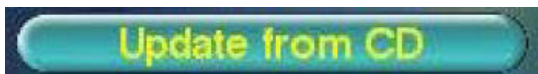
After you have obtained the update, press the Menu key on the control keypad to display the IMPRESS menu. Use the arrow keys to highlight the **Installation** button and press the **Select** key.



To update from a USB memory stick you will use the same "Update From CD" control in the menu.

- » **NOTE:** There isn't a CD-ROM on the IMPRESS unit but the control operation is the same.

Insert the USB Memory stick into USB connector on the face of the IMPRESS unit and press the **Update from CD** button.



This procedure will take approximately 60 to 90 seconds – afterwards, the application will be restarted.

When the IMPRESS has completed its restart, press the Menu key to verify that the new version was installed successfully.

Online Update

The IMPRESS can also be updated using an online remote update application which pushes the updates out to the IMPRESS unit. Contact ClearOne support for more information..

StreamNet Setup and TouchLinX Screens

For the IMPRESS IM100 to become a source device on the StreamNet network, it must communicate through a MediaLinX encoder. This is accomplished in the Dealer Setup program. This section assumes the user is knowledgeable and experienced in using the Dealer Setup program and will only discuss the IMPRESS specific MediaLinX settings.

When you start Dealer Setup program, the MediaLinX attached to the IMPRESS IM100 will be automatically detected like any other DigiLinX device. :

ADDING A MEDIALINX WITH AN IMPRESS IM100 TO A PROJECT

Enter the following information:



Source Name - The Name used for the IMPRESS A/V source.

Model Number - Select from the drop-down list (using the down arrow key) to select the correct model number for the MLAV device.

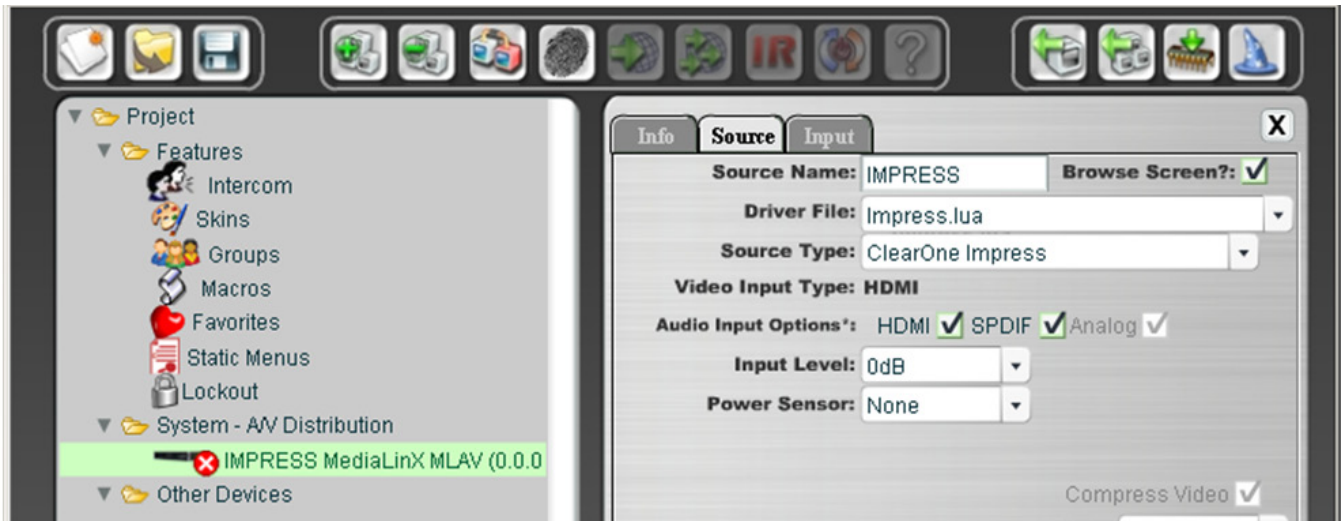
Video Input - The video source input connected to the MLAV (VGA or HDMI).

Source Type - The type of source for the MLAV. Select ClearOne IMPRESS.

Click **Save & Continue**.

SOURCE CONFIGURATION

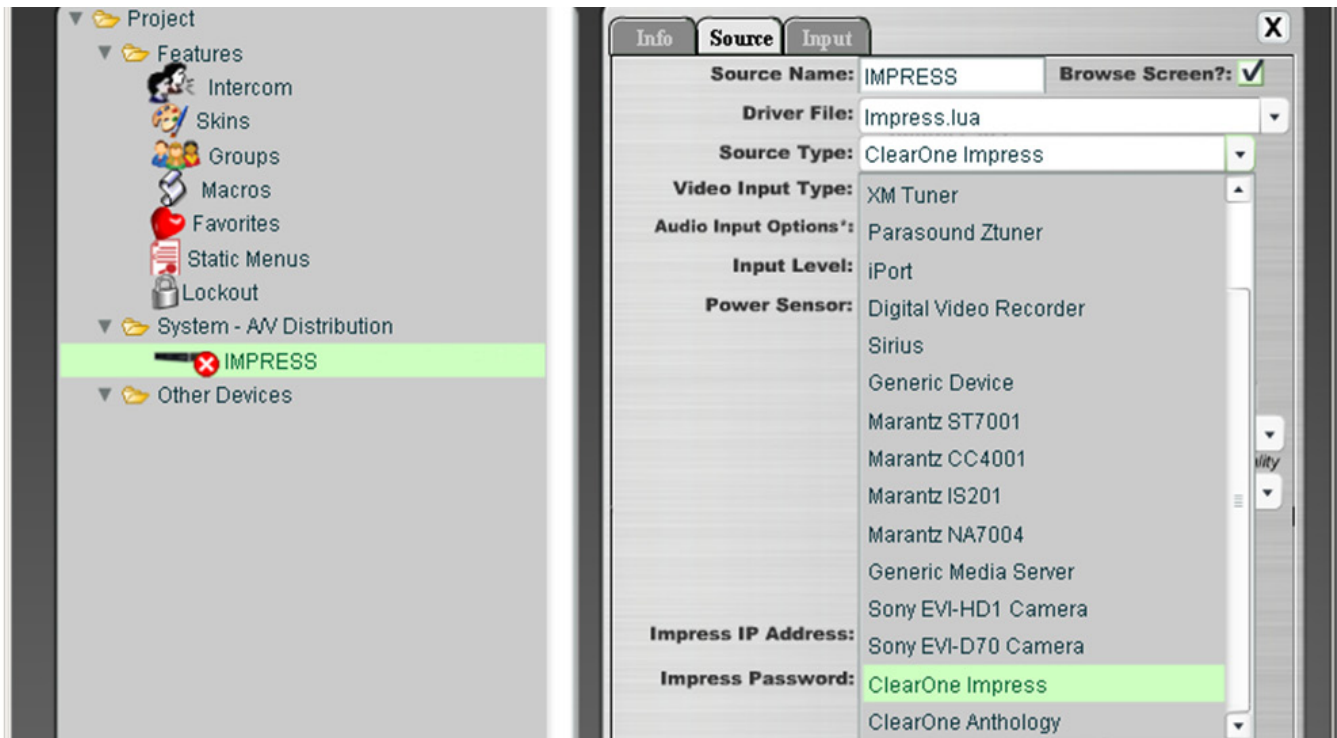
The MLAV9300 or MLAV9500-CS encoder being used to interface the IM100 to the StreamNet network must have the correct **Driver File**, **Source Type**, **IMPRESS IP Address** and **IMPRESS Password** defined. Verify the configuration information on the tabs for the device as shown in the following screen examples. The following screen shows the **Source** tab for a MediaLinX given a **Source Name** of IMPRESS.



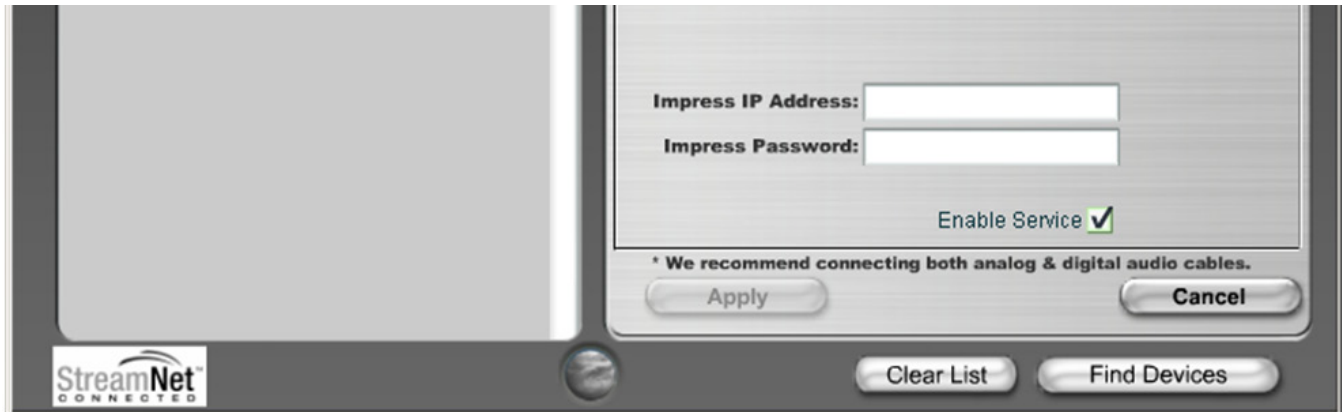
To configure the MediaLinX for use with the IMPRESS, set the following:

1. Source Type

In the **Source** tab, set the **Source Type** to “ClearOne Impress.” The Driver File will automatically select “Impress.lua.”



2. Enter the **IMPRESS IP Address** and the **IMPRESS Password** (if used) of the IMPRESS unit. See “Set Password” in the “IMPRESS Composer Setup, Completing Site Setup” section of this guide for more information.

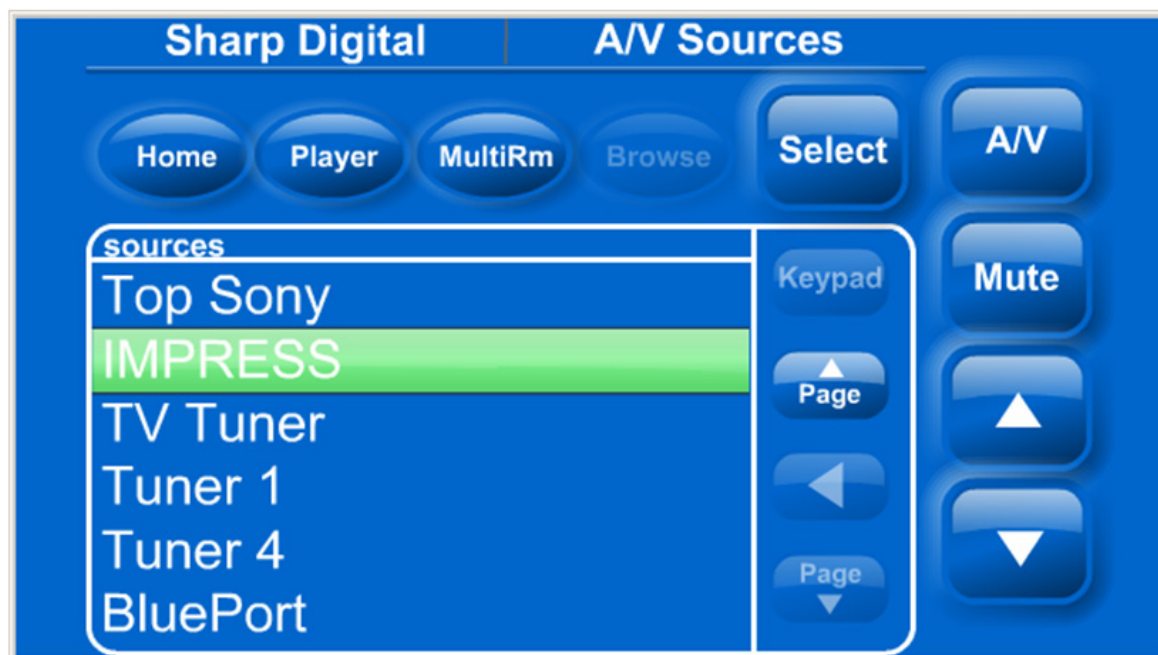


3. Save the changes and exit the program

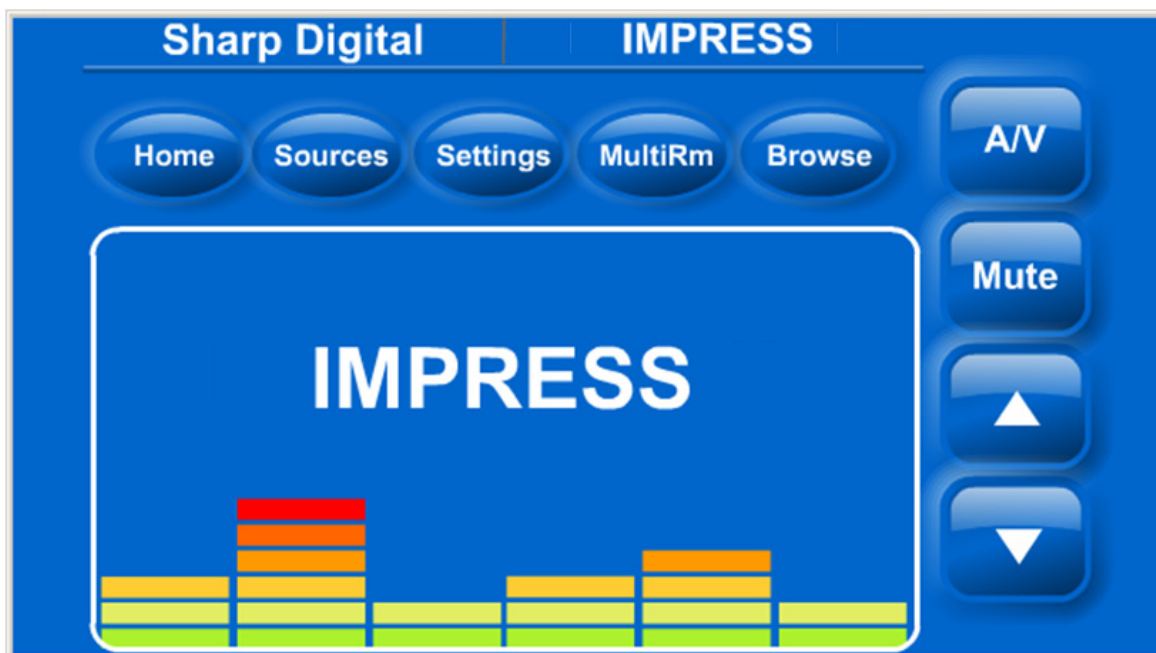
USING THE IMPRESS SOURCE

Now the IMPRESS is a source within the StreamNet network, it can be selected via a TouchLinX controller for display. Furthermore, if the IMPRESS has had multiple projects published to it, these projects can be individually selected for display.

The following example shows “IMPRESS” highlighted to be selected on the control:



The Player Screen displays the name of the IMPRESS player on the controller.



Press **Browse** to select the project you want to play, then press **Play Now**.



IMPRESS Composer Installation and Setup

This section will describe how to install and launch the IMPRESS Composer software and how to configure the program's settings.

COMPOSER INSTALLATION

To install the IMPRESS Composer software, your computer must meet the following requirements:

- Windows 2000, XP, Vista, or Windows 7 (Windows 95, 98, ME, and Windows NT 4.0 are not supported.)
- 50MB Hard Drive Space
- CD-ROM Drive
- Super VGA card with True Color (24-bit or 32-bit) modes (1024x768 or higher desktop resolution required)
- Color Monitor

Insert the "IMPRESS Composer" CD into your CD-ROM drive. On most Windows machines, the CD should automatically launch the installer. If Auto-Run is disabled on your machine, perform the following:

Go to "My Computer" or "Windows Explorer." Click on the letter of your CD-ROM drive (such as D:\ or E:\). Then double-click on "IMPRESS_Composer_R4.00.msi." (As newer versions are released, the filename will reflect the version.)

This will take you through the setup procedure.

RUNNING COMPOSER INSTALLATION

When the installation program first runs, it will take a few seconds to prepare its files for installation. After this is complete, the Wise Installer starts and guides you through the installation process. You will be prompted for your name, organization, who should be allowed to use the application (current user or all users), and a location to install the application. If you are unsure of a particular item, simply proceed with the default setting and click 'Next'.

After the installation is complete, click on the **Finish** button to exit the Wise Installer application.

A ClearOne IMPRESS icon will be placed on your desktop that can be double-clicked to launch the application. Alternatively, you can launch the application via the Start menu, under:

Programs>ClearOne Communications>IMPRESS.

NETWORK SERIAL KEY

The first time IMPRESS Composer is launched, you will be prompted to enter a serial key to unlock the application. This 20-digit key is found on the reverse side of the CD case insert on a sticker.



Enter the key in this field exactly as it appears on the sticker, in all caps and with dashes between the sections. When entered correctly, the application will launch, and the main screen will indicate the version of software that was unlocked.

» **NOTE:** Serial keys may contain the numbers 0 and 1, but not the letters O or I.

After this is completed, the software is installed and the first screen appears.



COMPOSER SETUP

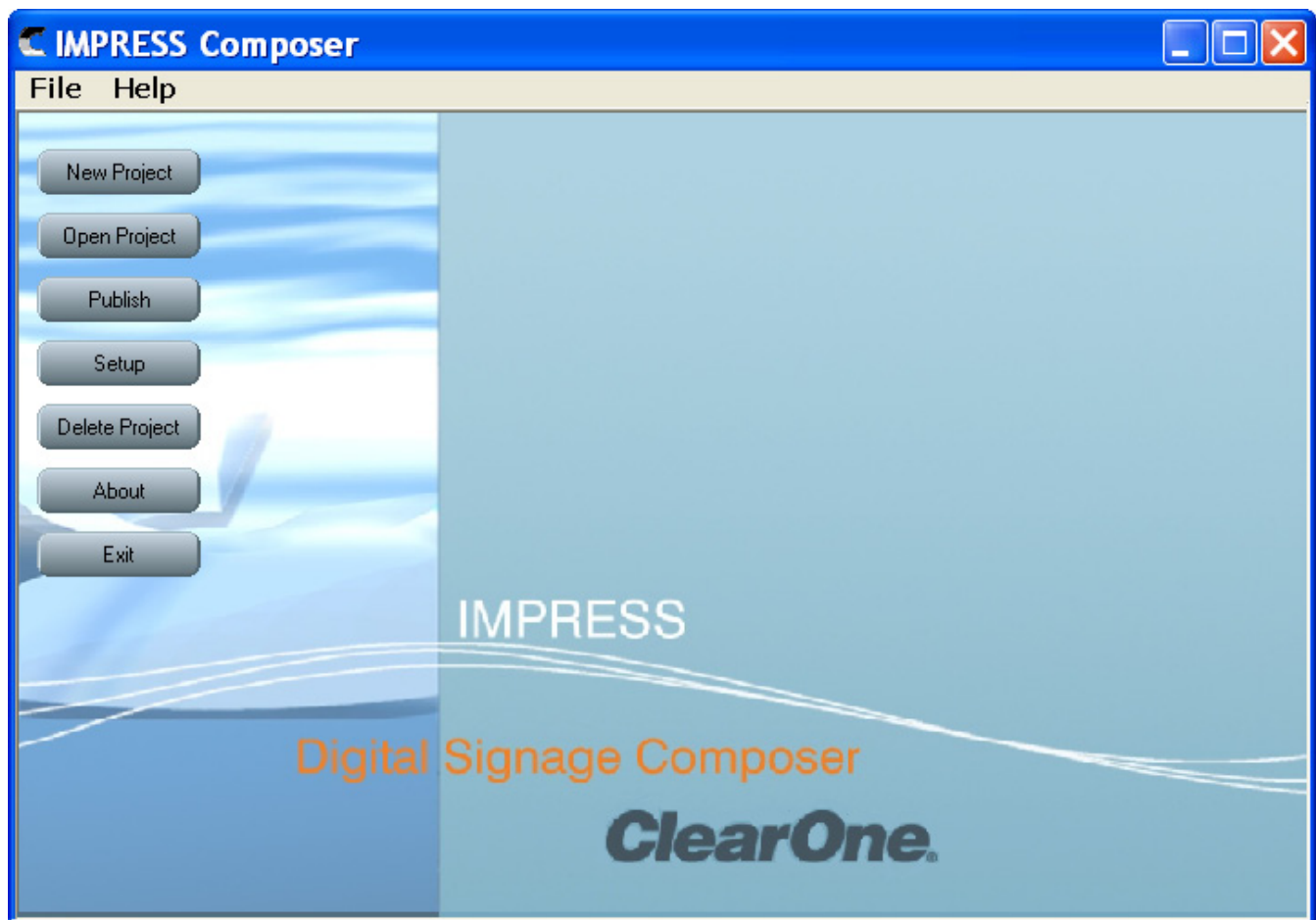
This section will describe how to launch the IMPRESS Composer software and configure the program's settings.

LAUNCHING IMPRESS COMPOSER

IMPRESS Composer immediately launches after installation so you can setup the program. You can run composer anytime by following these steps:

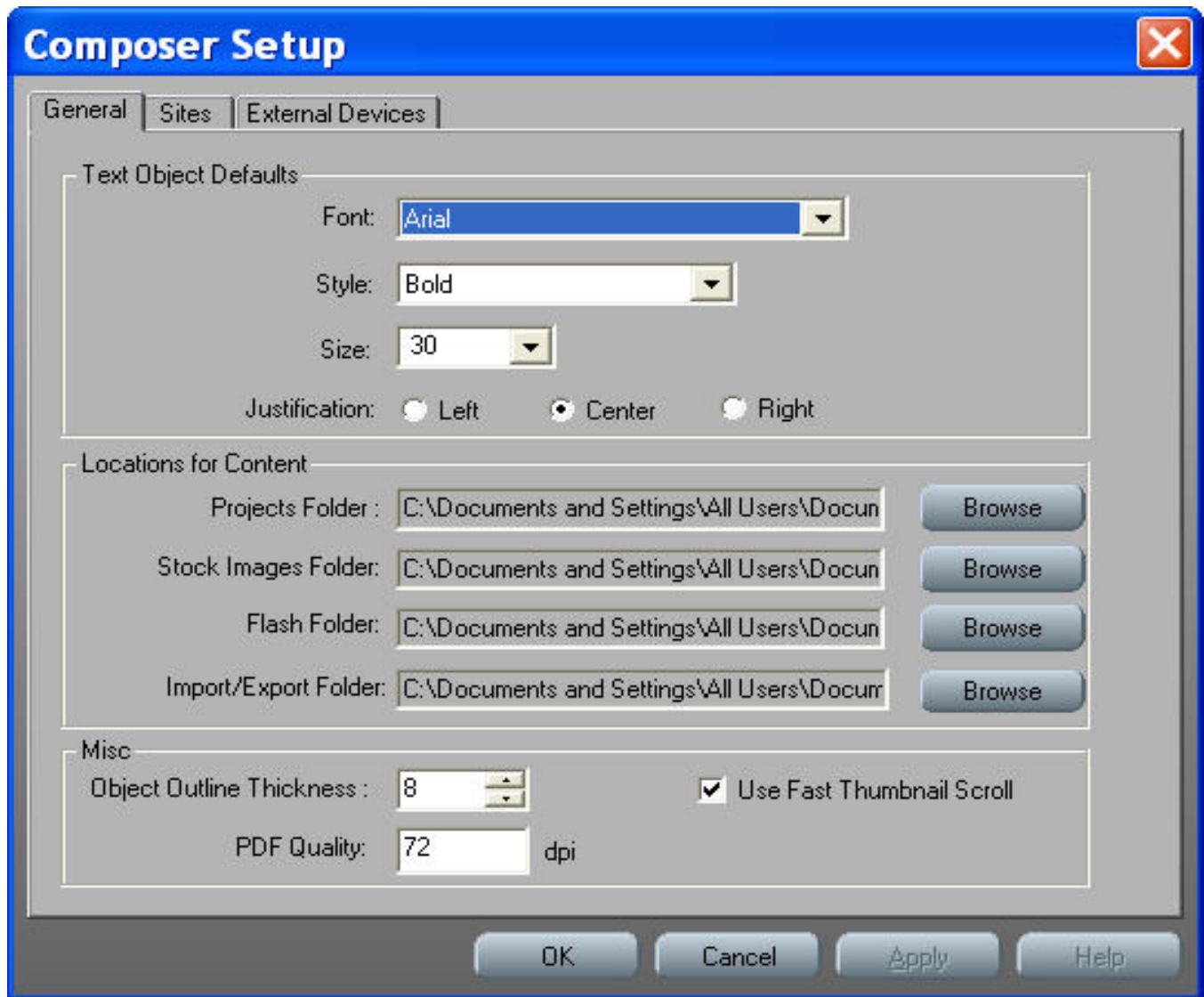
1. Click on the Windows **"Start"** button on the taskbar
2. Click on **"Programs"** or **"All Programs"**
3. Click on **"ClearOne Communications,"** and finally...
4. Click on **"IMPRESS"**

The program will launch, and you should see a main menu screen similar to the one below. (The exact size and appearance of menus and text will vary depending on your Windows desktop resolution.)



The main menu has the following choices: **New Project**, **Open Project**, **Delete Project**, **Publish**, **Setup**, **About**, and **Exit**.

Click on **Setup** from the main menu to enter the setup menu. You will see a window similar to the one below:



GENERAL

The General tab allows you configure preferences for IMPRESS Composer. This includes:

Text Object Defaults - Used to set the default font style, size, and justification. The factory setting is "Arial," "40" and "Center."

Content File Locations - The location of project storage, stock images, Flash files and Import/Export files (.MBT files)

- » **NOTE:** Do not specify the root of a drive (i.e., 'C:\', 'H:\') for the project, stock image, or import/export path.

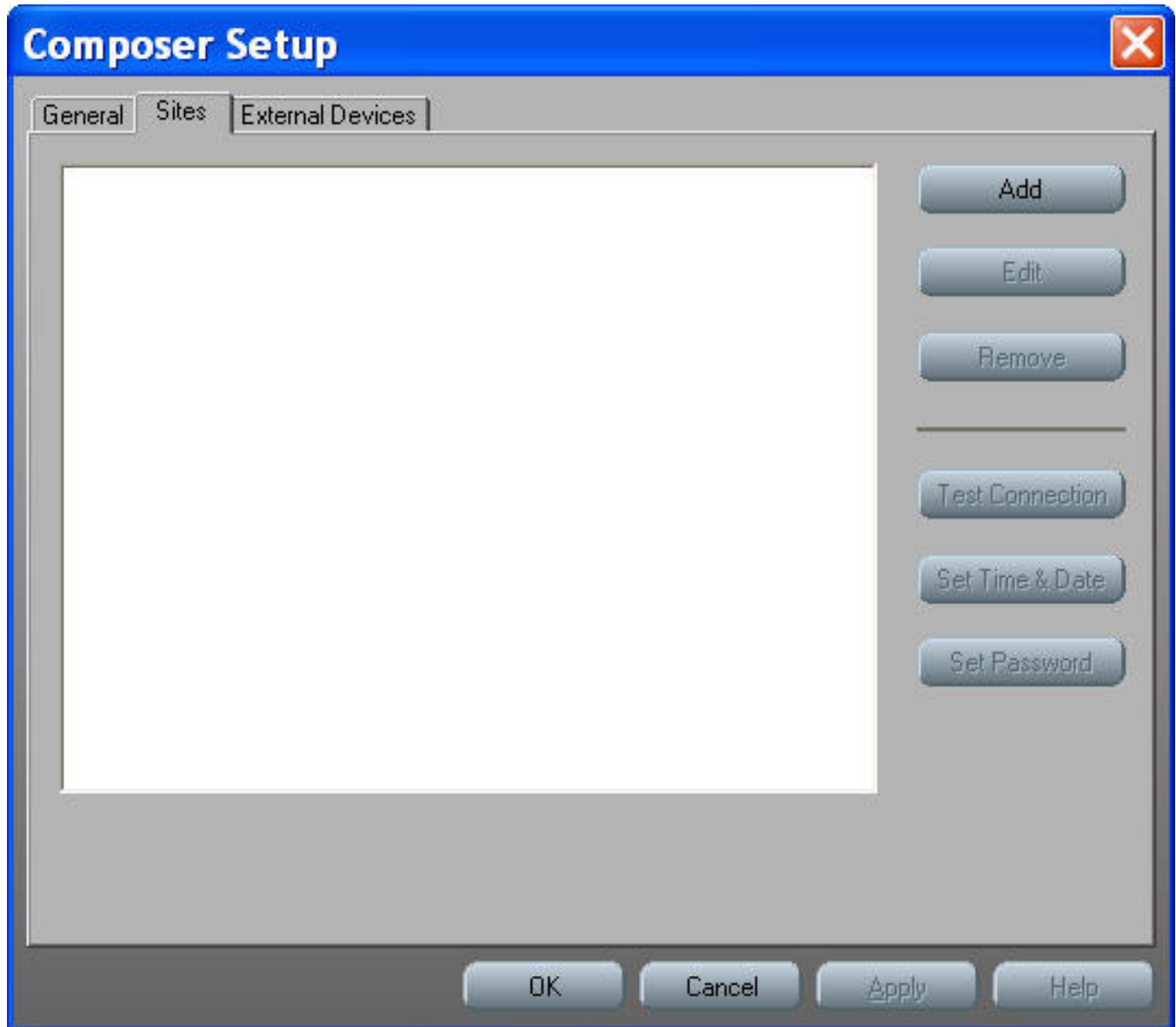
Misc. - "Object Outline thickness," which controls the thickness of the "handles" of objects in the Page Editor, "PDF settings," which changes the dpi setting used to import PDF's, and "Use Fast Thumbnail Scroll" which changes how the Thumbnail view of the project operates.

- » **NOTE:** If it is taking a long time for your computer to load a Project, it is recommend that you not use this setting.

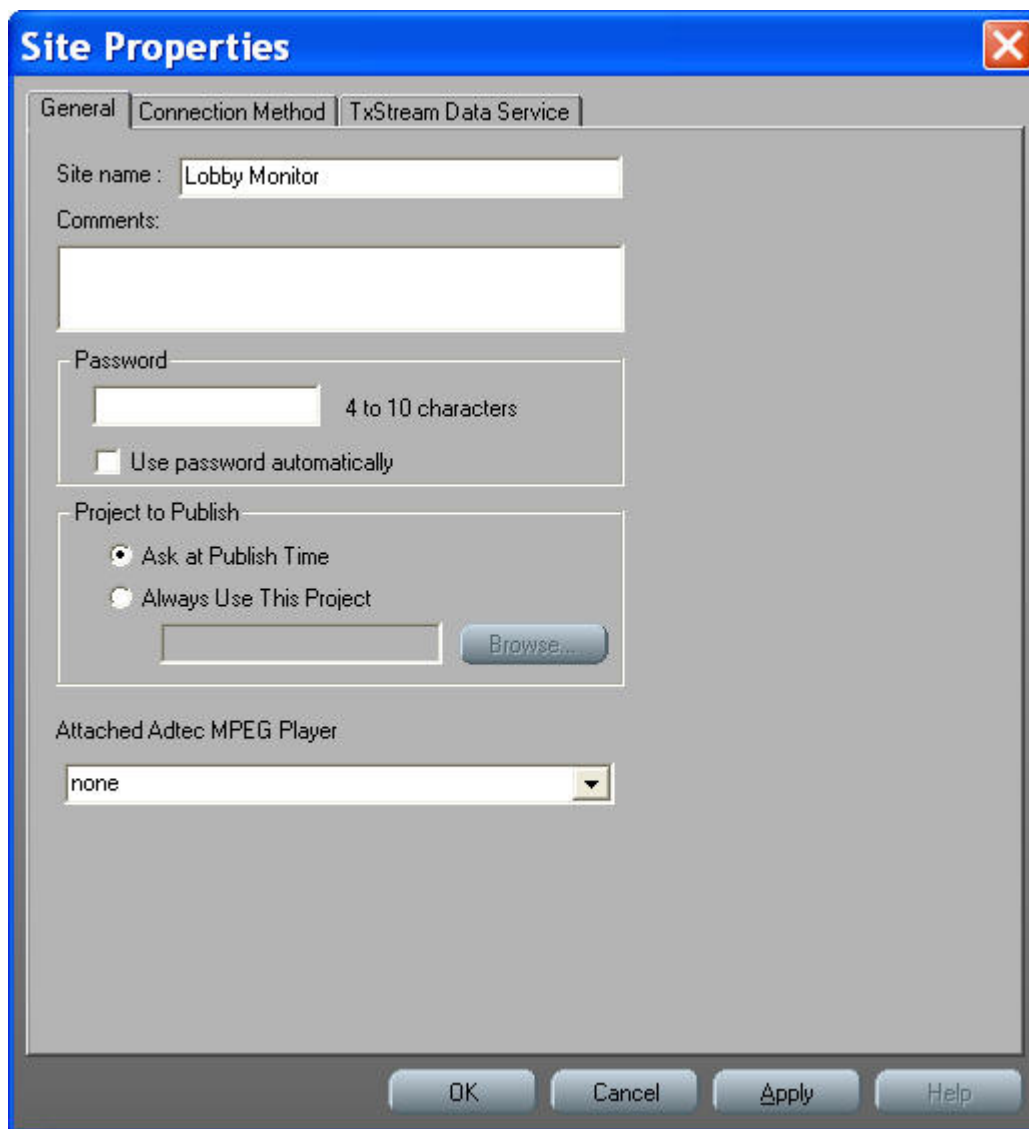
SITES

A 'Site' in IMPRESS Composer is actually a physical IMPRESS IM100 playback system. If you have one IMPRESS unit, you will have one 'Site' as well. Multiple IMPRESS players will need multiple site entries. (Lobby Display, Breakroom, etc.)

The Sites tab is where IMPRESS Composer is configured to publish completed work to your IMPRESS unit(s). When you first install IMPRESS Composer, the list of sites under the sites tab will be empty:



Click on **Add** to create a site description. You will be presented with the window shown below:



The image shows a 'Site Properties' dialog box with a blue title bar and a close button (X) in the top right corner. The dialog has three tabs: 'General', 'Connection Method', and 'TxStream Data Service'. The 'General' tab is selected. Inside the dialog, there are several fields and options: 'Site name' with the text 'Lobby Monitor', a 'Comments' text area, a 'Password' field with a note '4 to 10 characters' and an unchecked checkbox 'Use password automatically', a 'Project to Publish' section with two radio buttons ('Ask at Publish Time' is selected) and a 'Browse...' button, and an 'Attached Adtec MPEG Player' dropdown menu currently set to 'none'. At the bottom of the dialog are four buttons: 'OK', 'Cancel', 'Apply', and 'Help'.

Enter a name for the site such as “Lobby Monitor” in the example above. Use whatever short word or phrase that best describes your IMPRESS unit’s location.

Below the site name you may type in whatever brief comment information you’d like, such as a mailing address or contact name and phone number.

The IMPRESS can be password protected to prevent unauthorized users from publishing to it. The Password section allows you to have the password sent automatically. Note that the password is actually set elsewhere (discussed at the end of this section), this field is used only to eliminate the need to type in the password every time you publish. Your password is defined on the **Sites** tab of the setup dialog.

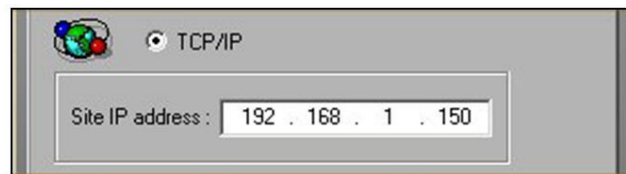
The Project to Publish section allows you to select a project file to always publish to this site. This will save you a step at publish time, but only if you always use the same file.

Connection Method

Depending on the way each IMPRESS unit is connected, there are different ways to set up each site description.

Click on the **Connection Method** tab and then select one of the following four types:

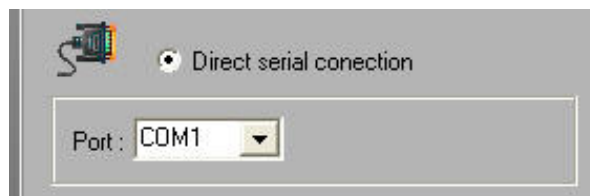
TCP/IP - The “Network” publish method is for IMPRESS units that are connected to your corporate LAN or to the Internet.



Enter the IP address of the unit. This must be the same address that has been programmed into the IMPRESS unit at setup time. If you do not know this address, obtain it from your Network Administrator.

When publishing, IMPRESS Composer will automatically connect to the IMPRESS unit across the network and send your project's pages.

Direct Serial Connection - The serial publish method is for IMPRESS units connected directly to your PC via a serial cable. Select the “**COM**” port that corresponds with the cable connection.



At publish time, IMPRESS Composer will automatically connect with the IMPRESS unit and send over the pages of your project.

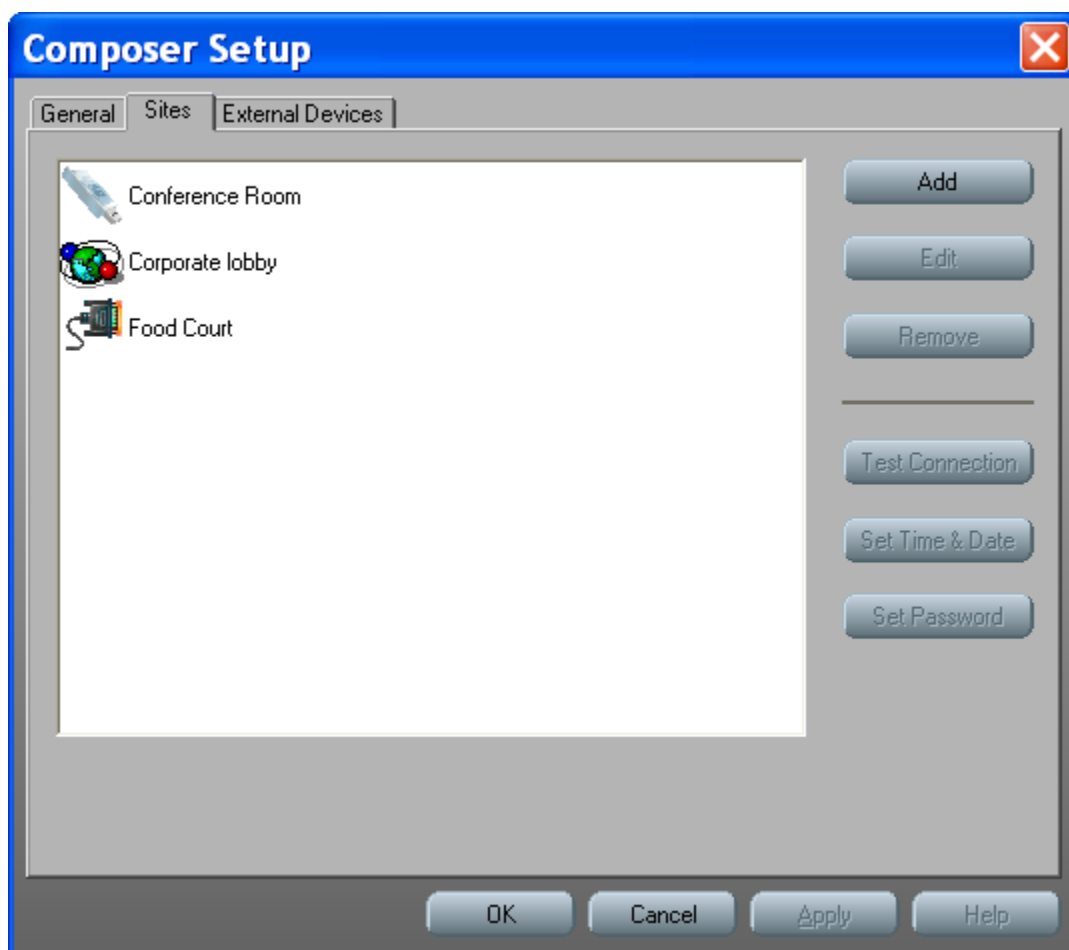
Removable Media - The removable media publish method is for IMPRESS units that are not connected to your PC via serial cable, modem, or Ethernet networking.



At publish time, you will be prompted to insert the removable media, such as a USB drive, and the pages for your project will be automatically copied.

Completing Site Setup

After you have set up your site's name, preferences, and connection method, click on **OK**. You will be returned to the setup window with the Sites tab still selected.



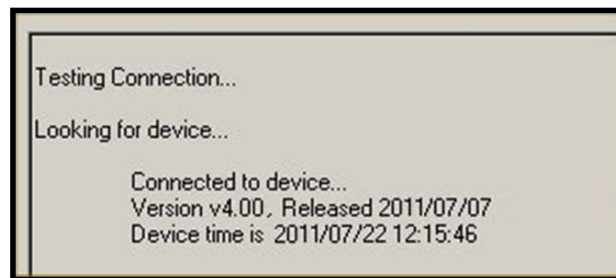
Now your site name(s) will appear in the list.

The names of the sites will be listed in Alphabetical order, and an icon will appear next to each site name indicating the connection method selected:



TEST CONNECTION

At this time you can test a connection to ensure your PC can talk to the IMPRESS. Select a site, and click on the **Test Connection** button. If the test is successful, you will see a screen containing this information:

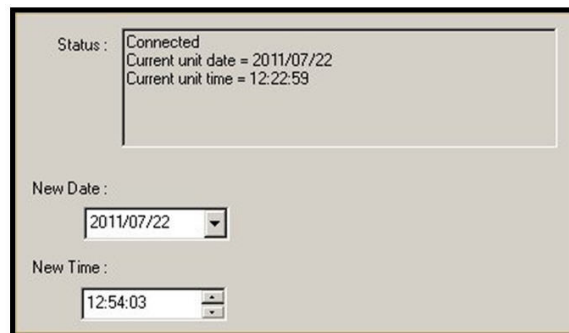


If your test is not successful, double-check all hardware connections.

SET DATE & TIME

IMPRESS Composer can also be used to set the date & time of your IMPRESS system remotely. This is useful if your IMPRESS is remotely located, or in other situations where it may be difficult to access the system menus through the keypad.

Select a site, and click on the **Set Date & Time** button.



Composer will connect to the IMPRESS and display the date and time currently set. Make any adjustments necessary, and click on the **Set** button.

SET PASSWORD

The IMPRESS system can be password protected, allowing only authorized users to publish content. By default, IMPRESS systems are shipped with no password. If you wish to set one, simply select your site from the list and click on the **Set Password** button.

A screenshot of a Windows-style dialog box titled "Set Password". The dialog has a blue title bar with a close button (X) in the top right corner. The main area is light gray. At the top, it says "Device Information :". Below this is a text box containing the text "Connected" and "No password currently set on device". Below the text box are three input fields: "Current Password :", "New Password :", and "Re-type New Password :". At the bottom of the dialog are three buttons: "Set Password", "Clear Password", and "Cancel".

IMPRESS Composer will then connect to the system and see if a password is already set. Since this system does not have a password set currently, Composer simply prompts you for a New Password. Type in your desired password (4-character minimum), re-type it in the field below, and click on the **Set Password** button.

If there is already a password set, IMPRESS Composer will prompt you for it before allowing any changes.

To remove password protection from an IMPRESS system, simply click on the **Clear Password** button.

MANAGING MULTIPLE USERS

If more than one person will be creating and/or editing content for your IMPRESS project, additional steps will be needed to ensure that everything runs as smoothly as possible. IMPRESS Composer will work in a multi-machine installation if the following criteria are met:

FILE SHARING AND SEPARATE INSTALLATION

All of the computers which will have IMPRESS Composer must be on the same LAN. IMPRESS Composer opens files using the standard Windows mechanisms. "File Sharing" must be enabled between the machines and the server.

DESIGNATE A “SERVER”

One machine should be used to store all projects, background files, and user images. Select a machine which will always be turned on and always accessible on the network. This machine will be called the “Server.”

It is not necessary to install IMPRESS Composer on the server machine... it will just be used to store project files and images.

Users on other computers will access files which are stored on this machine, so it is important that it remain powered on and connected to the LAN at all times.

Change the paths within IMPRESS Composer setup (default project folder, stock image path, etc) to point to locations on this ‘server’ using mapped network drives (talk to your network administrator for details).

If the designated ‘server’ also has IMPRESS Composer installed on it, it is important that this PC use the same mapped network drive letters (effectively referring to itself in the 3rd person).

Do NOT Use “LOCAL” FILE IMAGE FILES

Users who wish to add an image file or background to a project should copy that file to a designated area on the server. If they use a file which is on their local hard drive, it will not be available when other users attempt to open the project, which could cause undesirable results as images disappear from pages.

USE COMMON FONTS

Windows stores fonts locally on a machine. Ensure that all of the fonts on one machine are also installed on all of the other machines. (Observe copyright and royalty restrictions when copying fonts.)

If an individual user wishes to add a font for use in IMPRESS composer, that font will have to be installed on all machines.

ONE USER AT A TIME FOR A PARTICULAR PROJECT

While a user has a particular project open, other users should not attempt to open or edit the same project. In such cases, the last person to save “wins”, and any other changes will be lost.

USE PUBLISHING SITES

The “Sites” tab in the setup menu will have to be configured for each machine running IMPRESS Composer. If you add a new IMPRESS unit or change its site parameters (phone # or IP address), you will have to change the Site setup in each copy of IMPRESS Composer.

Getting Started and Publishing

This section will show how to create a new project, open an existing project, manage and work within a project, and change the global project settings as well. These simple steps are necessary before you can begin adding and changing content.

CREATING A NEW PROJECT

A project is a collection of content that the IMPRESS system will play back in sequence. While the IMPRESS is capable of storing numerous projects, only one can be played back at a time.

Generally, if you own only one IMPRESS unit, you will probably stick with just one project for all your work. Owners of multiple IMPRESS units usually have one project for each unit, although sometimes the same project will be sent to two or more units.

From the Main Menu in Impress Composer, select **New Project**.



You will now be given some basic options before you can begin creating pages.

PROJECT TITLE

Give the project an appropriate name. This will be for your reference only. Also, select the output format for your project.

VGA (Custom): You to choose the aspect ration, orientation, and resolution of the project.

- » **NOTE:** This setting does not determine what output connector is used on the IMPRESS playback system. It is only used to create a project with settings appropriate for that particular connector.

DISPLAY TYPE (ASPECT RATIO)

4x3: Standard aspect ratio for CRT displays (TV's, etc) and some LCD screens.

16x9: Wide screen aspect ratio for most plasma, LED, and LCD screens.

DISPLAY ORIENTATION

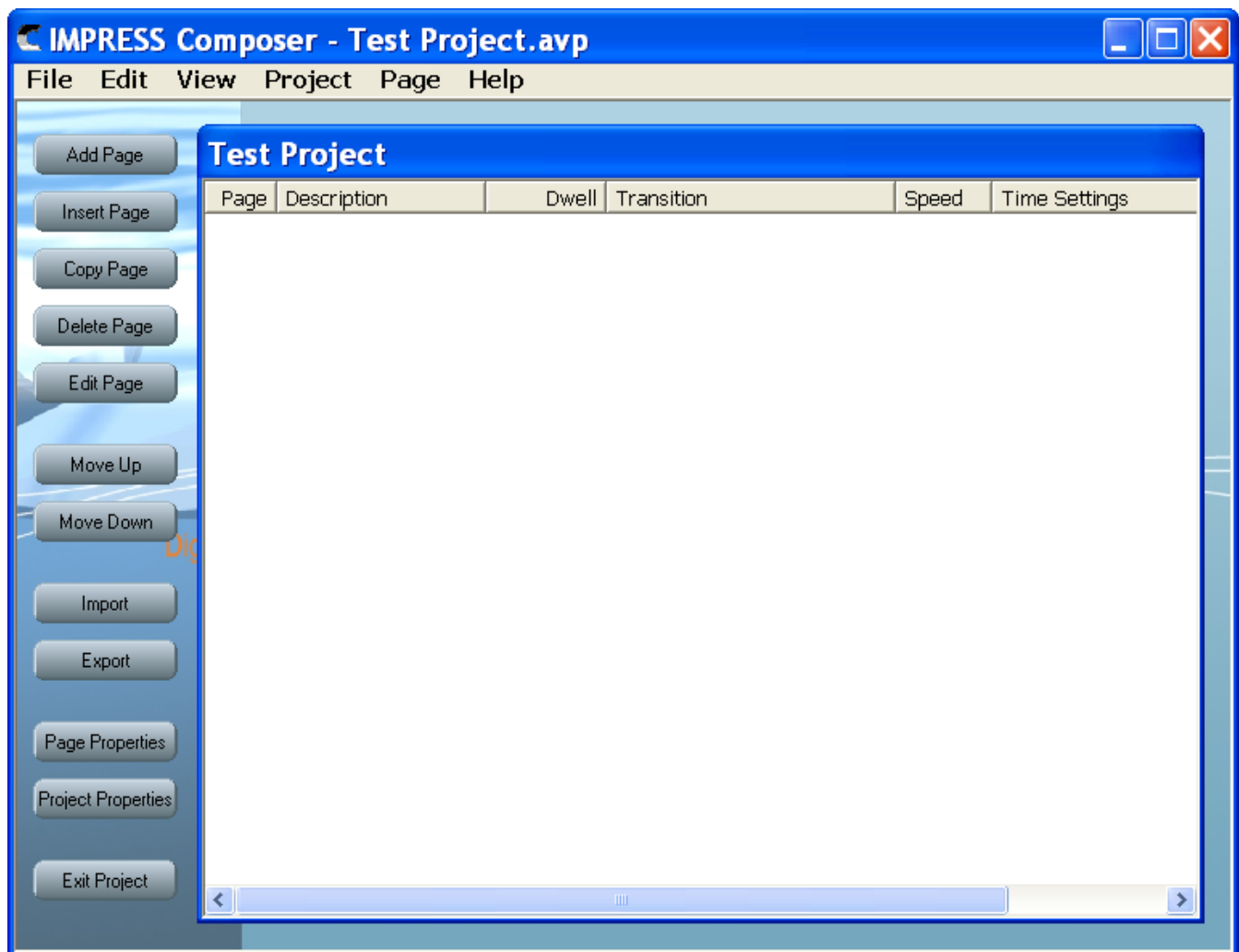
Landscape: Orientation where the display is wider than it is tall. Typically considered to be the standard orientation.

Portrait: For tilt-axis displays. Select Portrait (left) or Portrait (right) depending on which way the display will be turned.

RESOLUTION

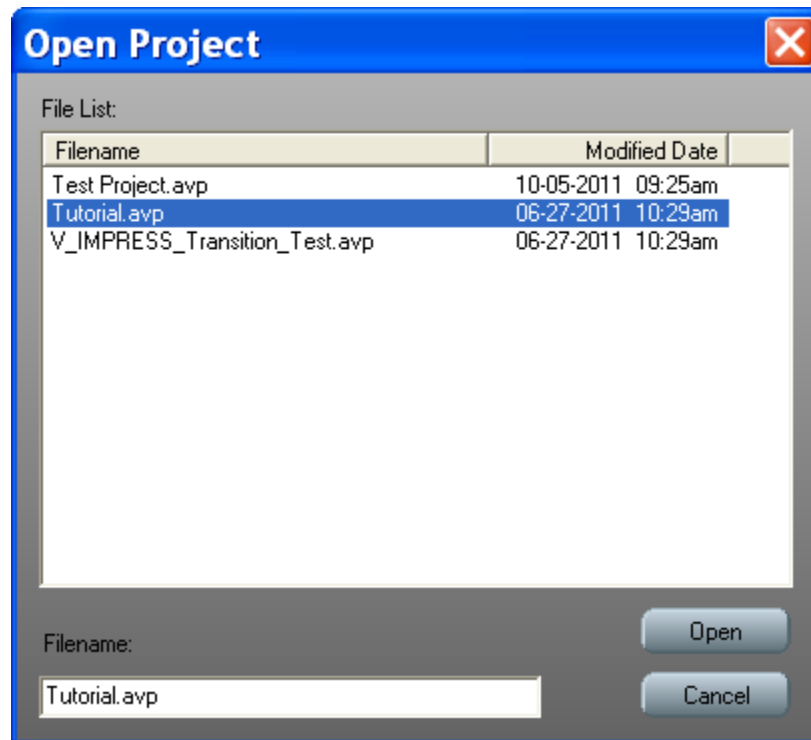
The resolutions available will be dependant on the choices made in the previous steps. Select a resolution appropriate for the display you will be using. Refer to the display documentation if necessary.

Select a resolution and click on the **Finish** button - you will now be taken to the empty project editor. As you add pages to the project (see the chapter titled “Creating and Adding Content”), refer to the “Working within a Project” section later in this chapter for specific details on manipulating pages and changing your project view settings.



OPEN AN EXISTING PROJECT

To make changes to an existing project, simply click on the **Open Project** button from the main Composer screen.



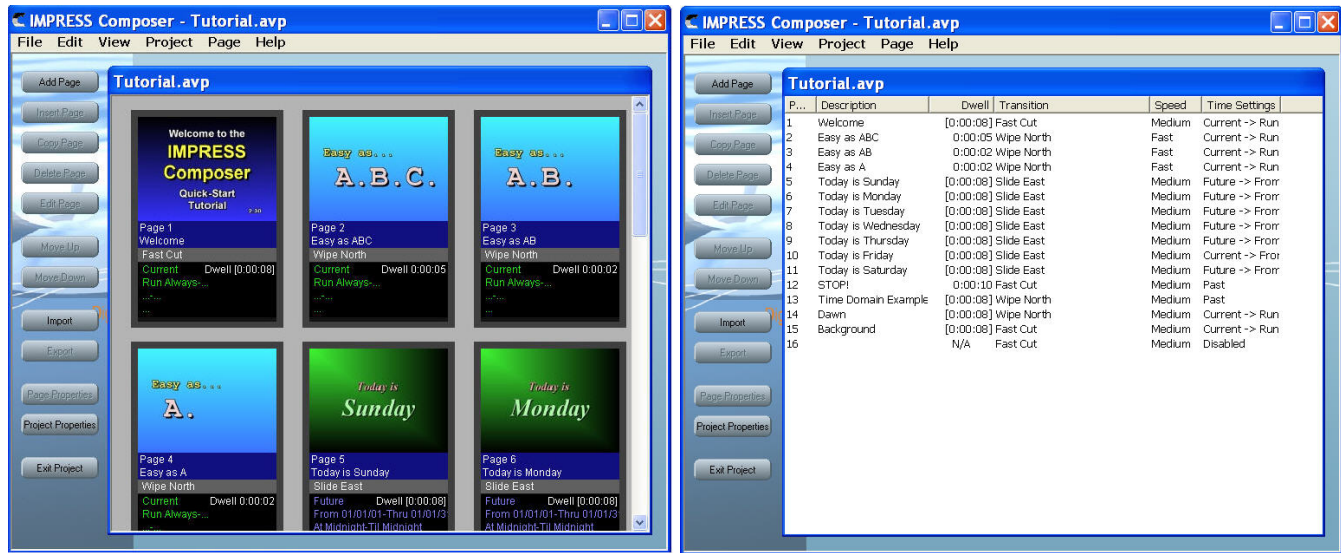
The most recently opened project will already be selected. Simply press **enter** or click on the **Open** button to resume working on it.

You can sort by Filename or Date Modified by clicking on the respective column headers.

Double-click on a project to open it for editing.

WORKING WITHIN A PROJECT

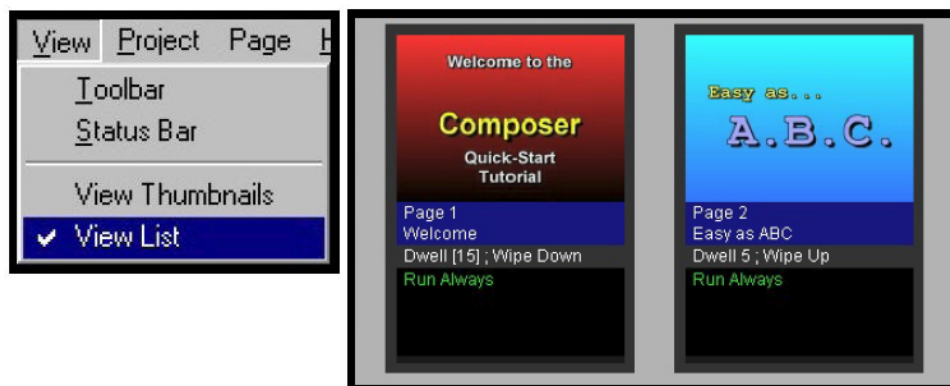
Once a project has been opened, you will be presented with the project overview screen, similar to one of the two samples shown below:



The IMPRESS Composer software can display your project to you in Thumbnail (left) or List (right) views. In List Mode, you can see all of your pages presented in a list. In Thumbnail Mode, you view actual images of your pages in a grid.

Functionality between both modes is identical, only the formatting of the displayed information is different. List mode is often faster when working with a larger project, as it requires less of the graphics card in your PC and consumes less memory.


You can switch between the two views at any time by clicking on the **View** menu and selecting either **View List** or **View Thumbnails**.



If there are more pages than will fit in the view, you can use the scroll bars at the right and bottom to navigate through the list or thumbnails.

REORDERING PAGES

After being sent to the IMPRESS system, pages will play back in the order they appear in the project view. Changing the order of the pages is very simple with the provided controls – the **Move Up** and **Move Down** buttons.

A rectangular button with rounded corners and a light gray gradient, containing the text "Move Up" in a dark gray sans-serif font.A rectangular button with rounded corners and a light gray gradient, containing the text "Move Down" in a dark gray sans-serif font.

Simply select (highlight) a page, and move it up or down in the page order with the appropriate button.

ADDING AND REMOVING PAGES

New pages can be added to the project using either the **Add Page** or **Insert Page** buttons.

A rectangular button with rounded corners and a light gray gradient, containing the text "Add Page" in a dark gray sans-serif font.A rectangular button with rounded corners and a light gray gradient, containing the text "Insert Page" in a dark gray sans-serif font.

Add Page – adds a new page to the end of the project.

Insert Page – available only when a page is selected (highlighted) in the project view. This adds a new page to the project immediately before the selected page.

A page can be removed from the project permanently by selecting it and clicking on the **Delete Page** button.

A rectangular button with rounded corners and a light gray gradient, containing the text "Delete Page" in a dark gray sans-serif font.

Copy Page will create an exact duplicate of the selected page and add it to the project immediately after it. This can be useful if you have created one page to be used as a template, and wish to make numerous variations of it.

A rectangular button with rounded corners and a light gray gradient, containing the text "Copy Page" in a dark gray sans-serif font.

EDITING PAGES

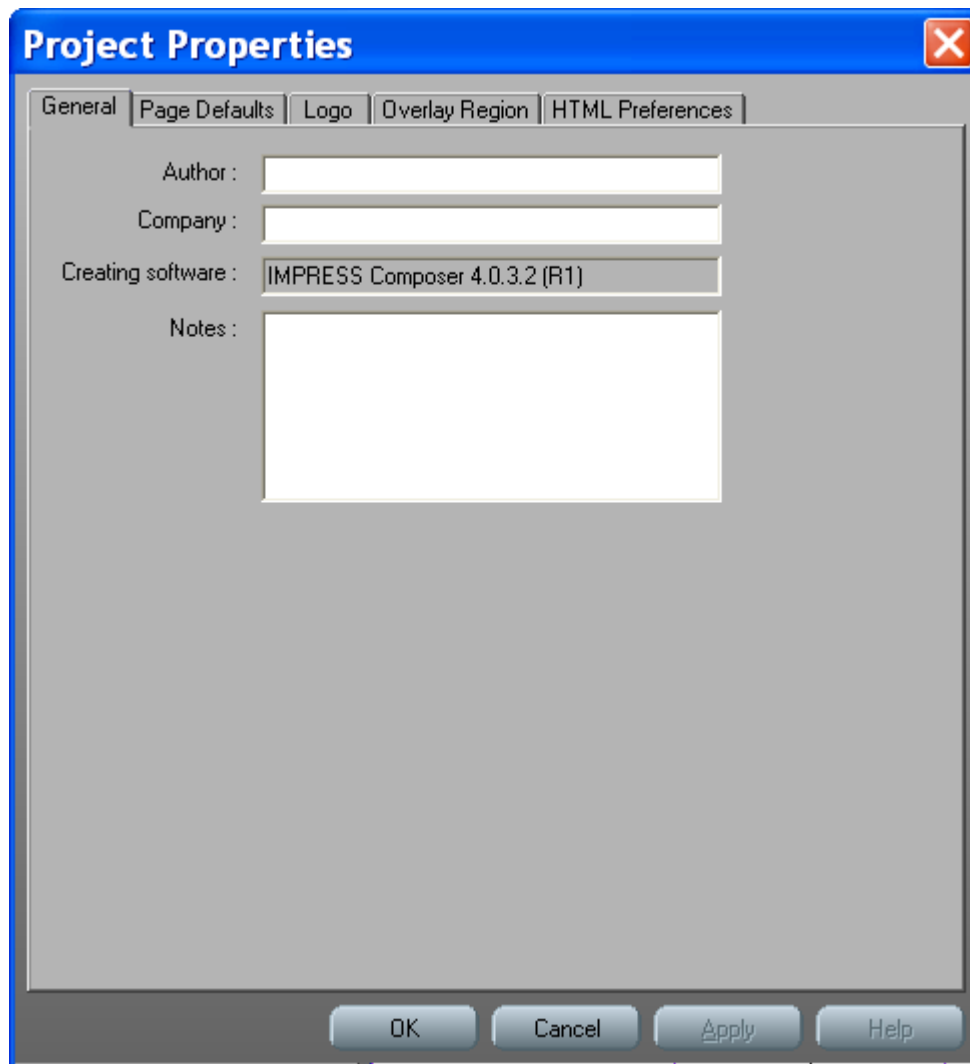
To select a page you want to work on, simply double-click on it in either view. Alternatively, you can click on a page once to highlight it and click on the **Edit Page** button to the left.

A rectangular button with rounded corners and a light gray gradient, containing the text "Edit Page" in a dark gray sans-serif font.

Editing a page will open the Page Editor window (standard pages) or bring up the Page Properties sheet (video overlay pages). Both are discussed in the following chapter, “Creating and Adding Content.”

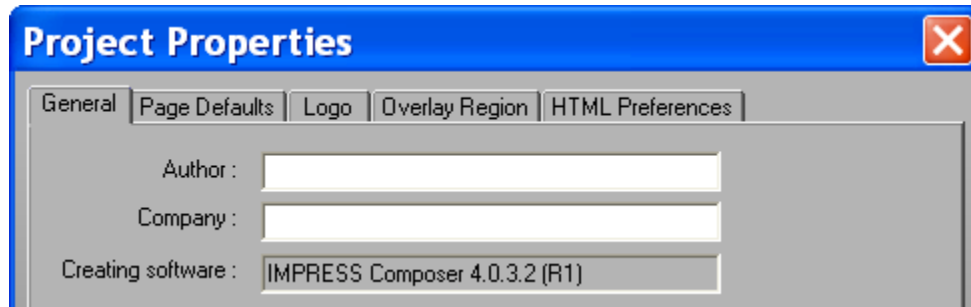
PROJECT PROPERTIES

In addition to every page having its own properties, the Project itself has a set of properties. Click on the **Project Properties** button and the Project Properties dialog will appear:



The Project Properties dialog allows you to edit supplementary information about your project, set the default dwell, and define content that displays over the top of all pages, such as crawl lines (referred to as “Overlay Regions”).

GENERAL TAB

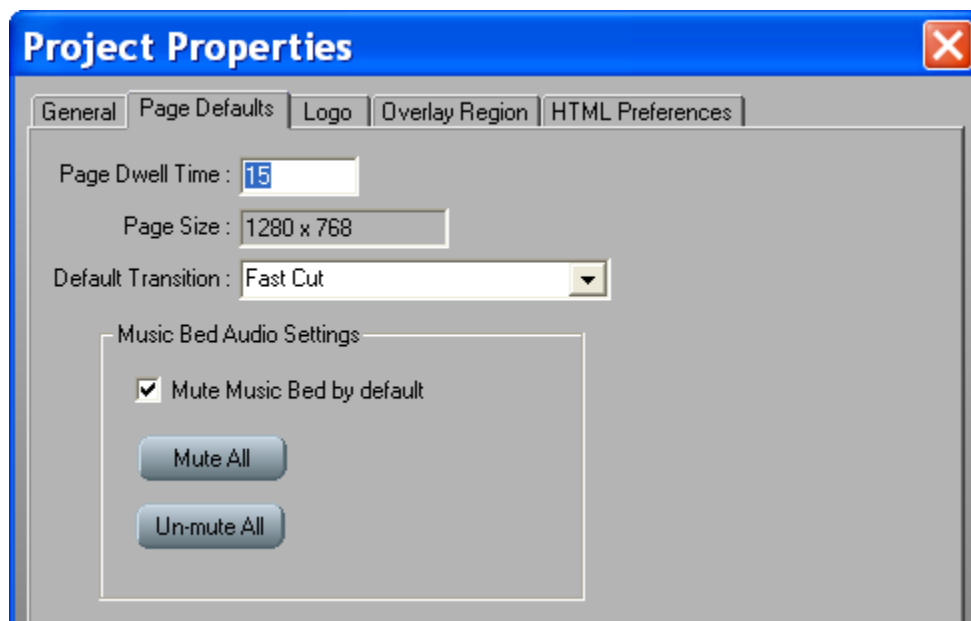


Author/Company/Notes: These fields allow you to indicate who created this project, and enter any notes you want to keep.

These fields are for your reference purposes and will not display on the IMPRESS player unit.

Creating Software: These fields tell you what program created this project.

PAGE DEFAULTS TAB



Page Dwell Time: The default Page Dwell Time is the duration all pages in a project will be set to when first created, until they are individually set to a user-defined duration.

Try changing this value to 12. When you leave the Project Properties menu, all pages using the default dwell will have changed from 15 (the current setting) to 12.

You can tell which pages are set to use the default dwell by looking at the Dwell column in the list. Any page using the default dwell will have its dwell value shown in brackets.

Page Size: This is a reference value that indicates the output resolution of all the pages in the current project. This value is set during project creation and cannot be changed.

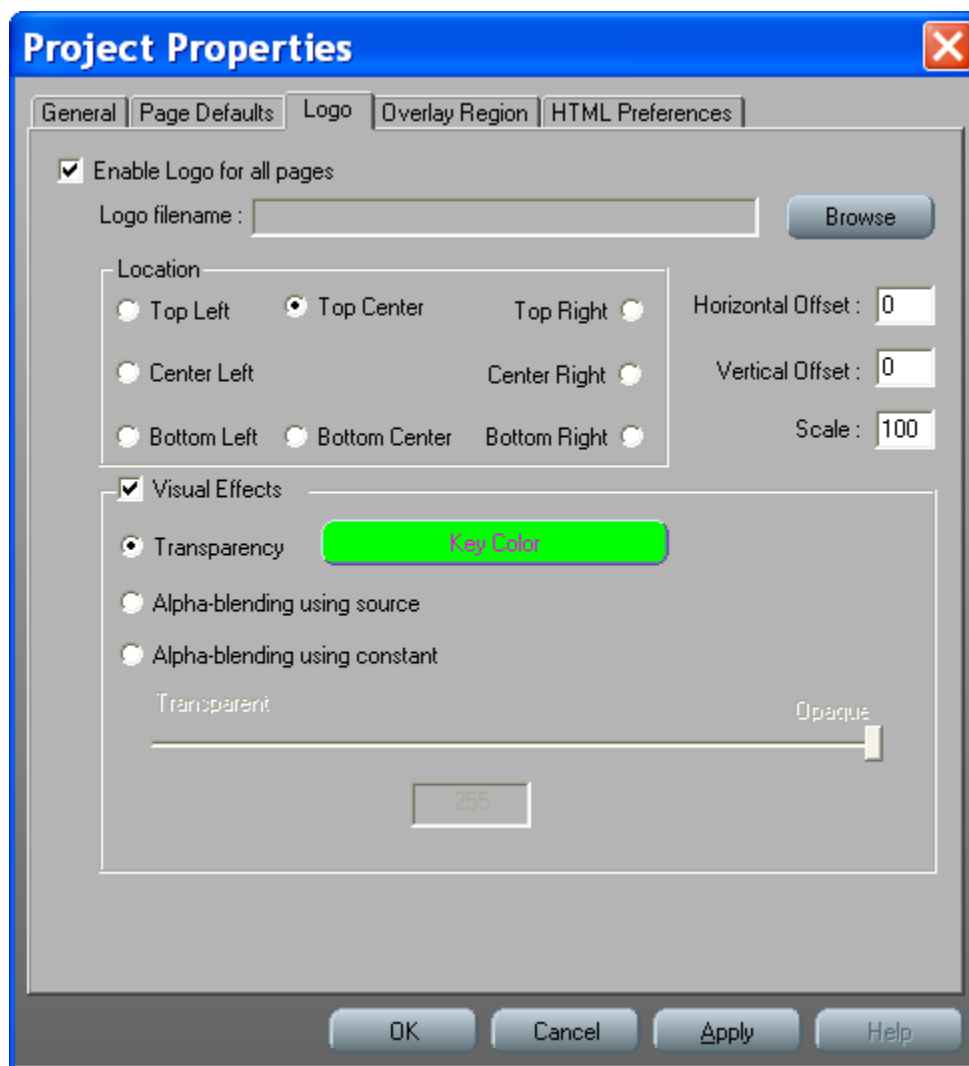
Default Transition: This sets the type of change between pages. There are many types which appear in the pull-down with fast cut as the initial default which can then be changed as desired.

Misc Bed Audio Settings: This controls the default state, (mute or unmute) of the Music Bed volume control on each new page. Music Bed audio comes from a device (CD/MP3 player or radio) that is connected to the MIC input on the back of the IMPRESS unit and plays in the background regardless of what page is displayed.

LOGO TAB

The logo tab allows you to insert a static logo image on screen that will be present throughout the entire project. Allowable image types are .BMP and .JPG.

For more details, view the Logo section of the “Creating and Adding Content” chapter.



OVERLAY REGION TAB

The Overlay Region tab is used to control the 4 overlay regions, or crawl regions. These crawl lines are used to scroll information from right to left across the top or bottom of the screen, and can also be used to display static (centered) information for a pre-determined period of time.

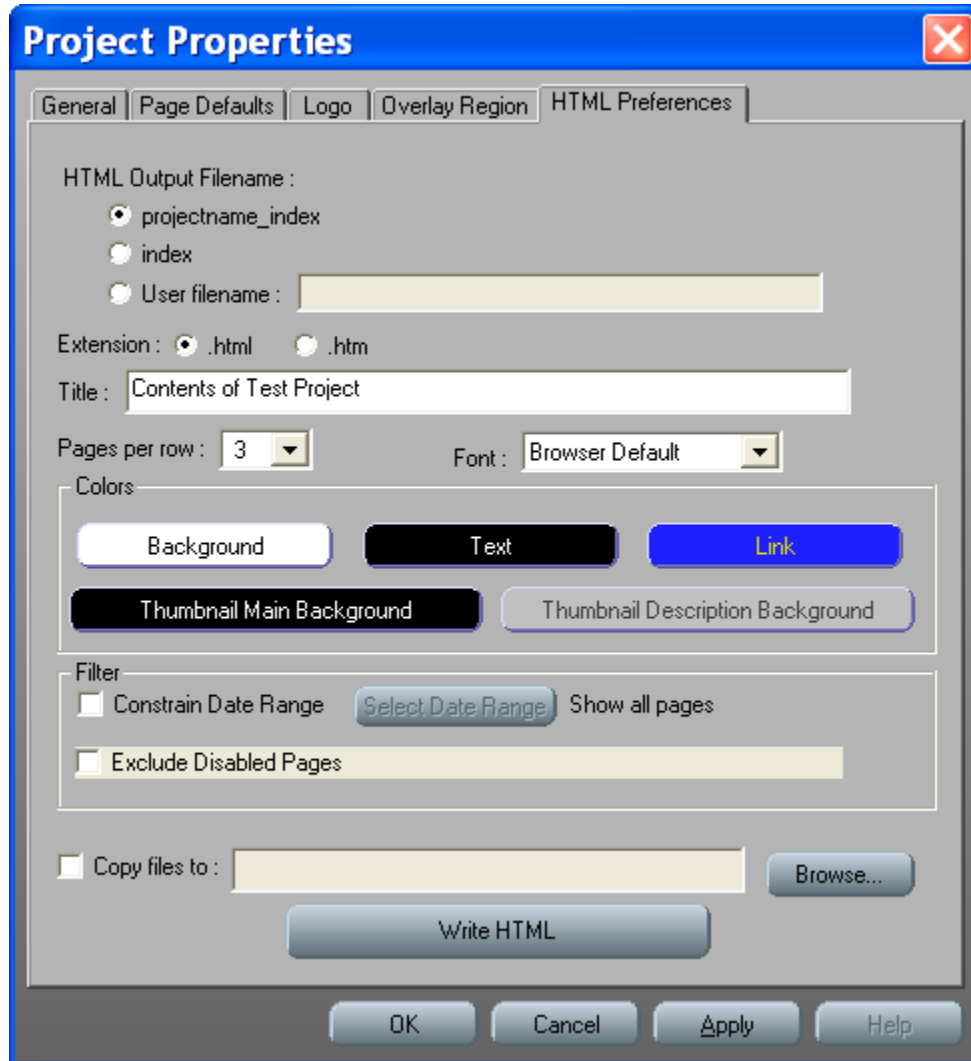
The screenshot shows the 'Project Properties' dialog box with the 'Overlay Region' tab selected. The dialog has a blue title bar with a close button. Below the title bar are five tabs: 'General', 'Page Defaults', 'Logo', 'Overlay Region', and 'HTML Preferences'. The 'Overlay Region' tab contains two main sections: 'Region' and 'Vertical Offset'. The 'Region' section includes a 'Region #' dropdown set to 'T1', an 'Enabled' checkbox, a 'Crawl Speed' dropdown set to 'Slow', a 'Height' input field set to '40', and a 'Font / Appearance' button. The 'Vertical Offset' section includes 'Top' and 'Bottom' dropdowns, both set to '0'. Below these sections is a table with three columns: 'Number', 'Type', and 'Description'. The table is currently empty. At the bottom of the dialog are three buttons: 'Add', 'Edit', and 'Remove'.

Number	Type	Description
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Further information is available in the “Creating and Adding Content” chapter under “Crawl Lines.”

HTML PREFERENCES TAB

The HTML Preferences tab provides controls to adjust and manage the HTML version of your IMPRESS Composer project. Having an HTML version of your project is a handy way to allow more people to see your pages. The same pages that are running individually on TV can be viewed all at once in a web browser, and the person browsing can then select an individual page to magnify and read.



The screenshot shows the 'Project Properties' dialog box with the 'HTML Preferences' tab selected. The dialog has a blue title bar with a close button. The tabs are 'General', 'Page Defaults', 'Logo', 'Overlay Region', and 'HTML Preferences'. The 'HTML Preferences' tab contains the following controls:

- HTML Output Filename :** Three radio buttons: ☒ projectname_index, ☐ index, and ☐ User filename: (with an empty text field).
- Extension :** Two radio buttons: ☒ .html and ☐ .htm.
- Title :** A text field containing 'Contents of Test Project'.
- Pages per row :** A dropdown menu set to '3'.
- Font :** A dropdown menu set to 'Browser Default'.
- Colors :** A group box containing five color selection buttons: 'Background' (white), 'Text' (black), 'Link' (blue), 'Thumbnail Main Background' (dark blue), and 'Thumbnail Description Background' (light blue).
- Filter :** A group box containing two checkboxes: ☐ 'Constrain Date Range' (with a 'Select Date Range' button) and ☐ 'Exclude Disabled Pages' (with an empty text field). A 'Show all pages' button is also present.
- Copy files to :** A checkbox ☐ followed by an empty text field and a 'Browse...' button.
- Buttons:** 'Write HTML' (large blue button), 'OK', 'Cancel', 'Apply', and 'Help' (at the bottom).

Each IMPRESS project has its own set of preferences for the web page appearance and other related particulars. You may not need to edit or change these from the default values, however by changing them you can create your own customized web page look.

HTML Output Filename: The main HTML file (the place where most users will start browsing) is named here.

By default, the file will be named with your project name, an underscore, and “index.” (For example, “tutorial_index.html”). The project name is forced to lower case because most web servers are case sensitive and most users tend to type in lower case when typing web addresses.

For any of the filename choices, either “.html” or “.htm” will be appended to all HTML files generated by IMPRESS composer. Select the extension most commonly used on your particular web site. If you do not know, then use “html” which is the most common.

Title: The title text is what is displayed at the top of the main web page (as well as in the window title of the user’s web browser.)

Pages Per Row: The Pages per row value controls how many thumbnail images of your IMPRESS pages are displayed per row in the web browser. If you expect that most people that will be browsing your site are using web browser windows sized about 640x480, you don’t want to have too many pages per row. A value of 3 or 4 typically works well.

Font: Select the font that will be used on the index page and the individual page view as well. Font selection is limited to HTML standard fonts to maintain consistency.

Colors: These settings affect the colors used in the HTML documents. (The actual colors of your IMPRESS pages are unchanged.)

The **Background** setting is the main web page background. The Text setting is for any text in the HTML page.

The Link setting controls the color of the borders around the thumbnail images that the user can click to zoom into a page. (Visited links will appear slightly darker, and active links that the user is clicking on will temporarily appear slightly lighter.)

All thumbnails are arranged in a table with one color surrounding the thumbnail and another around the textual description of the thumbnail. Thumbnail Main Background and Thumbnail Description Background control these colors.

Copy Files To: The HTML files are saved in the same directory as your project, which by default is: C:\Program Files\ClearOne\IMPRESS\Projects\

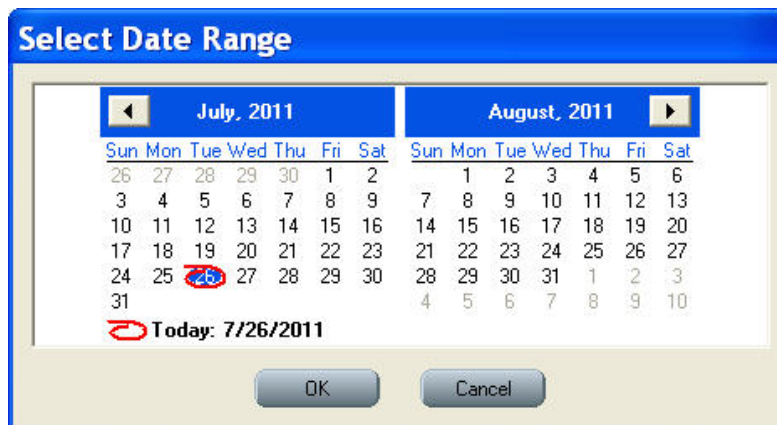
If you have a project called “Channel33”, then the HTML files and all the associated JPEG files can be found in: C:\Program Files\ClearOne\IMPRESS\Projects\Channel33\

You may then copy these files to your remote web server using your favorite FTP program, or, if your web server is located directly on your LAN, you can instruct IMPRESS Composer to copy all the files automatically every time you save.

If your web server is on your LAN, or if you want to share these files with users who have access to a different folder on your machine, you can optionally specify a folder where all the HTML files and JPG files will be copied every time they are updated.

Click on the **Browse** button to specify the output folder. (Make sure that the **Copy files to** box is checked if you want this feature to be active).

Filter: Check the **Constrain Date Range** box if you wish to restrict your HTML content to a specific range of days. Once checked, click on the **Select Date Range** button to open the calendar control.



Click on the desired beginning date and drag the selection to the desired ending date. The date range can be up to 6 weeks. Press **OK** when finished.

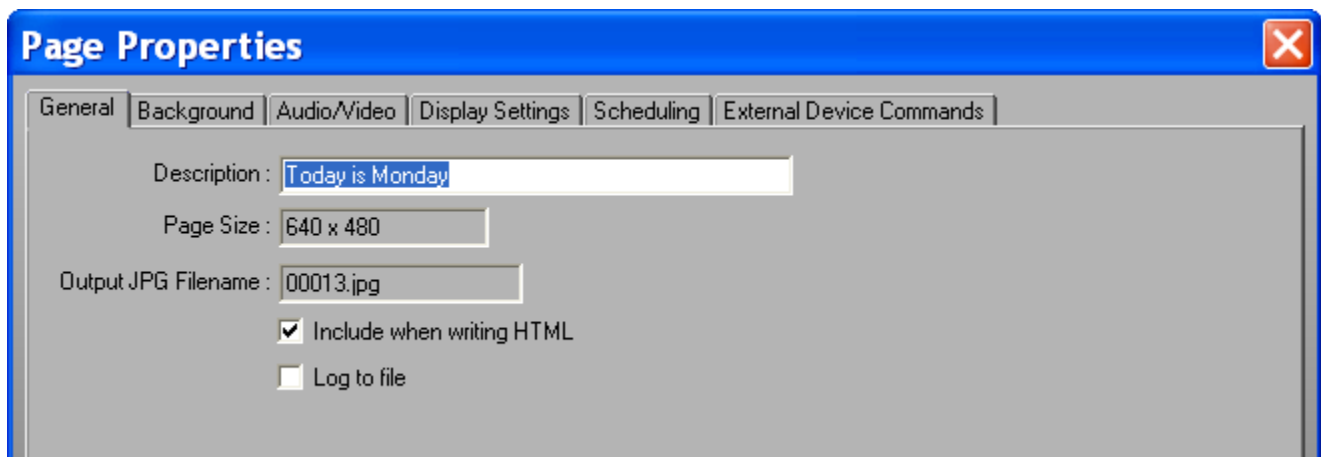
Click on the **Write HTML** button to generate (or update) the HTML pages for the project.

» **NOTE:** The the project must be saved prior to writing HTML.

OMITTING SPECIFIC PAGES

Sometimes you may not want a page from your project to show up in the HTML version. For example, a page that is still being constructed.

To omit a particular page, go to the **Page Properties** dialog for that page, and then clear the check box next to **Include when writing HTML**.



EXPORTING AND IMPORTING

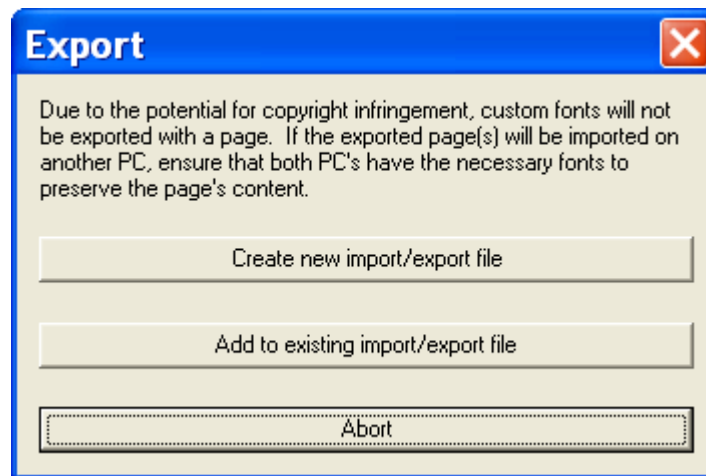
IMPRESS Composer allows you to import and export pages. This makes it easy to share pages between different projects, PC's, or both.



EXPORTING PAGES

When exporting pages, the content elements are written to an import/export file (XXXXXXX.MBT). This file contains all information about the exported content – text, object placement, page scheduling, and images. All of this information is retained when a page is imported back into a project. Fonts will not be exported due to copyright infringement laws. Please make sure that both computers have the installed fonts.

To export a page, select a page and click on the **Export** button. Alternatively, you can right-click on a page and select **Export** from the context menu. The following dialog appears:



Create new import/export file: Creates a new .MBT file. Additional pages can be added as desired. After selecting this, you will be prompted for a location and filename to create. The default folder for .MBT files is specified in Composer setup.

Add to existing import/export file: This adds the selected page to an existing .MBT file. One .MBT file can contain multiple exported pages. After selecting this, you will be prompted to select an .MBT file to append to. The default folder for .MBT files is specified in Composer setup.

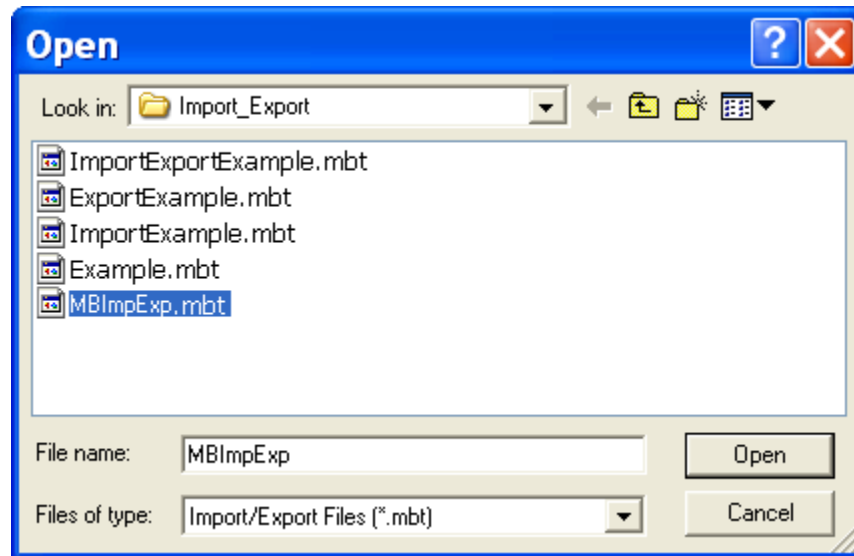
Abort: Cancels the export function.

IMPORTING PAGES

Once a page – or collection of pages – has been exported, the .MBT file can be transported to another system, imported into a different project, or both.

Import

Importing a page or pages from one of these .MBT files is very simple. Open the project you wish to import to, and click on the **Import** button. This will open a file requester – select the .MBT file you wish to import and click **Open**.



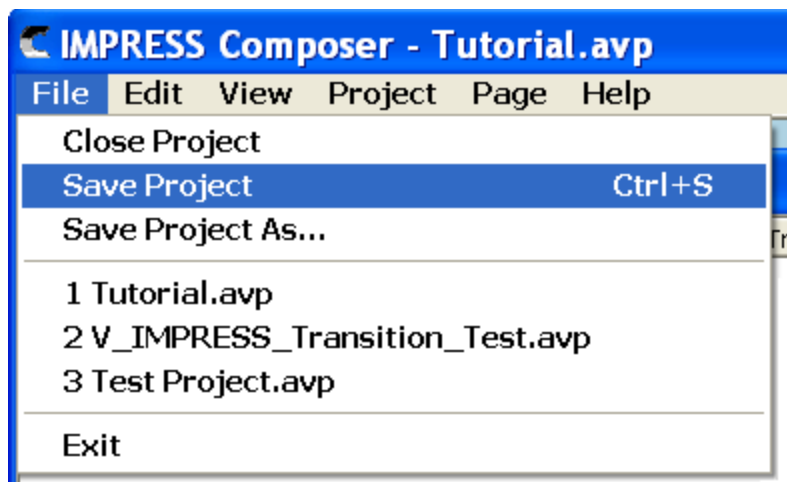
The pages contained in the .MBT file will be appended to the end of the project. If a page is selected in thumbnail or list view, the imported pages will be inserted before the selected page.

» **NOTE:** Video Overlay pages cannot be exported or imported at this time..

SAVING YOUR WORK

As you create and edit pages, it is important to save your work as you go along so that if the power fails or your computer has problems, you don't lose all the changes you have made.

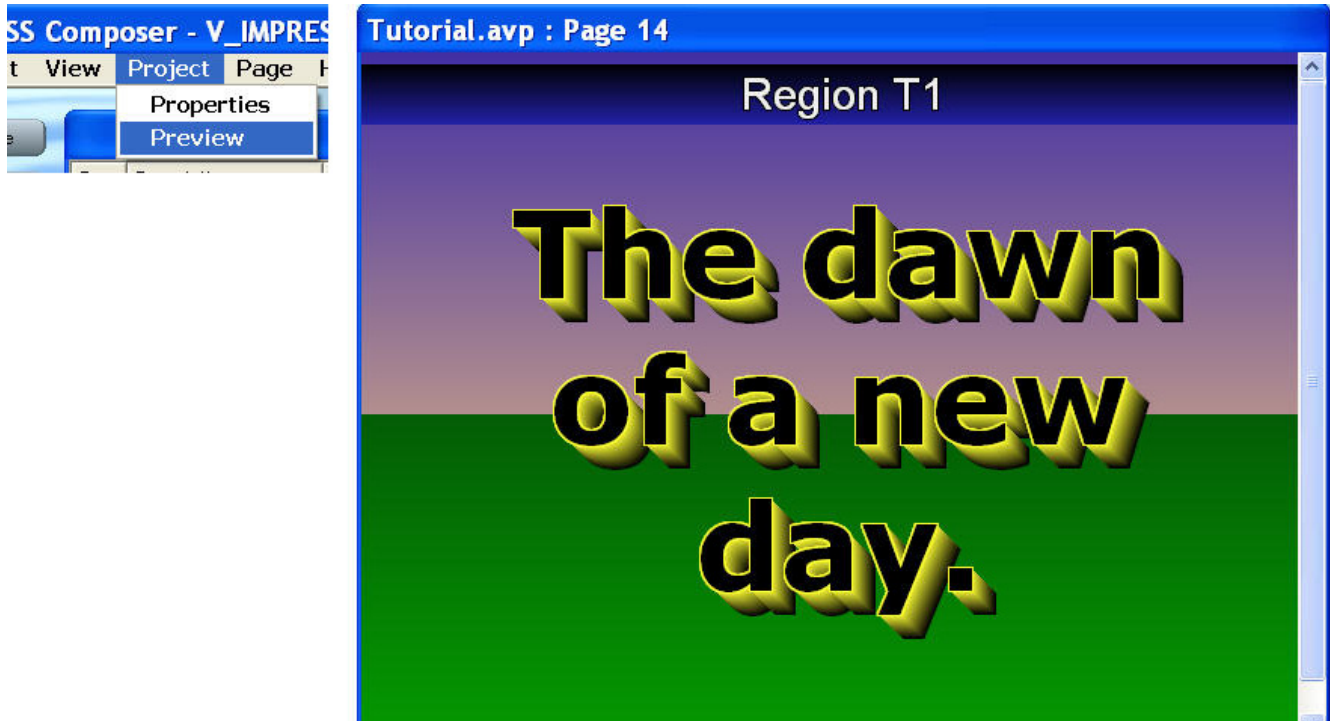
To save your changes to the project, you can either exit from the project editor (you will be asked if you want to save the changes), or you can click on the **Save** option under the **File** menu.



PREVIEWING YOUR PROJECT

IMPRESS Composer's Project Preview feature lets you watch your project on your PC before publishing it to the playback system. This is a great way to check page timing, layout, and view the overlay regions and other project elements.

To launch the preview window, simply click on the **Project** menu at the top of the screen, and select **Preview**. This will begin the preview from the first page in the project. Alternatively, you can right-click on a page and select **Preview** from the context menu. This will begin the preview from the selected page.



The preview window provides controls to pause and resume playback (**Pause**, **Play**), advance immediately to the next page (**Next**), and **Exit** the preview window.

Without intervention, the preview window will automatically advance pages and overlay region items according to the dwell times that have been programmed.

- » **NOTE:** Scheduling information is disregarded during Project Preview. All pages are treated as 'Run Always' during preview, even pages tagged as 'Events'. VideoOverlay pages cannot be exported or imported at this time.

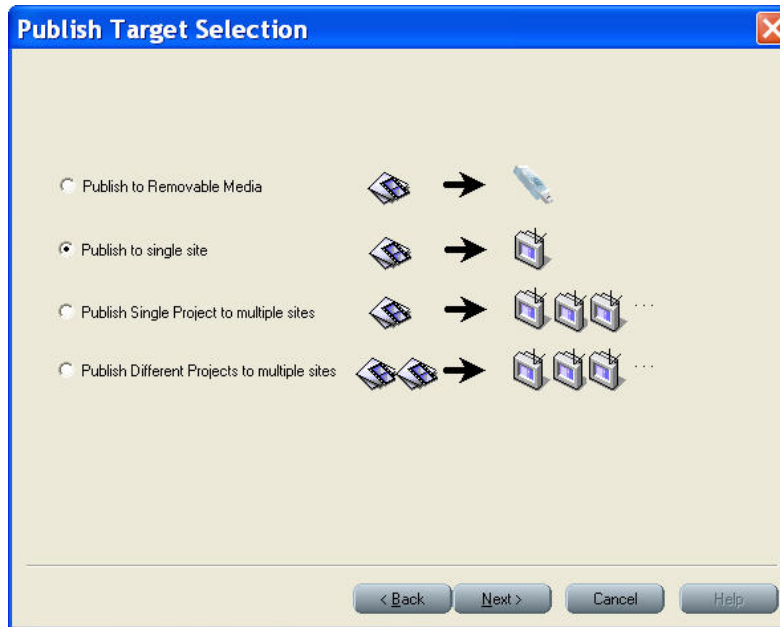
PUBLISHING TO AN IMPRESS UNIT

Now that you have completed the tutorial exercises, you can play back the results on the IMPRESS unit. The process of transferring a project to the IMPRESS unit is called publishing.

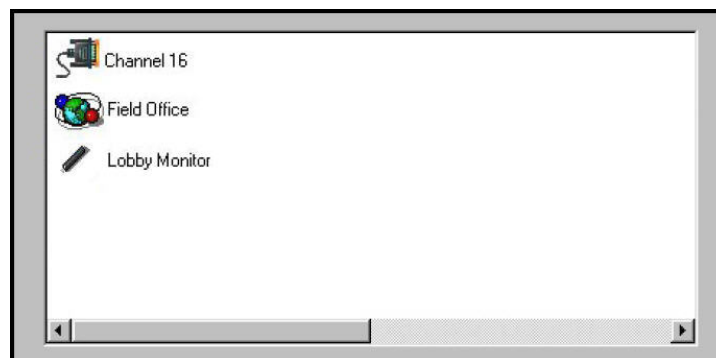
To publish a project file, click on the **Publish** button from the main menu.



The Publish Wizard will now appear. IMPRESS Composer supports sending projects to multiple IMPRESS units. Each unit is referred to as a site. The first step in the Publish Wizard is selecting if you want to publish to removable media, to a single site, or to multiple sites in one publish session.

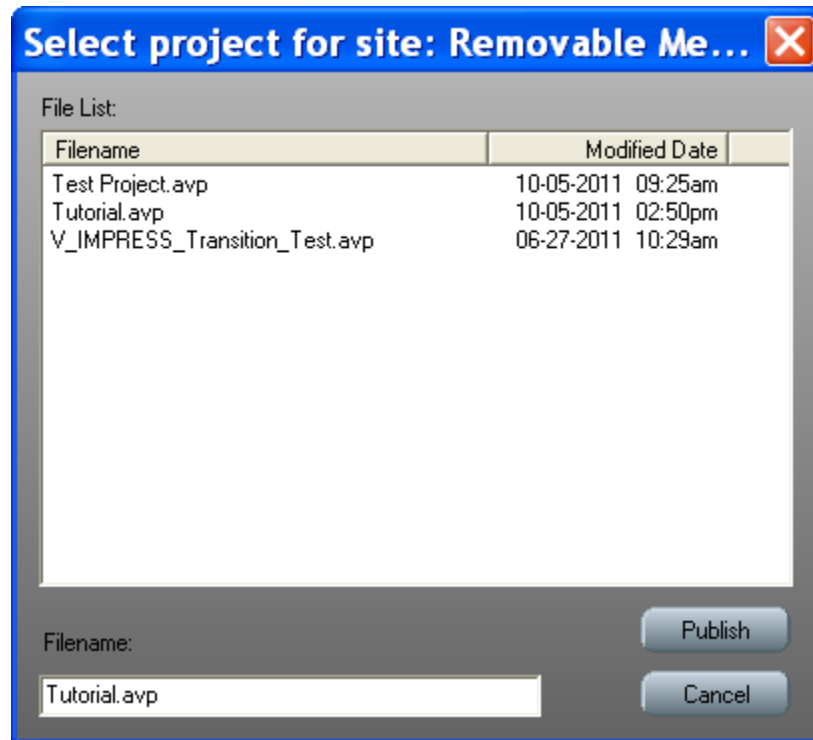


For the purposes of this tutorial, select the **Publish to Single Site** method and then click **Next**. The Publish Wizard will now ask you to specify a destination site for publishing. (You should have created an entry for your site earlier in the Setup section of this manual). Select your site from the list.

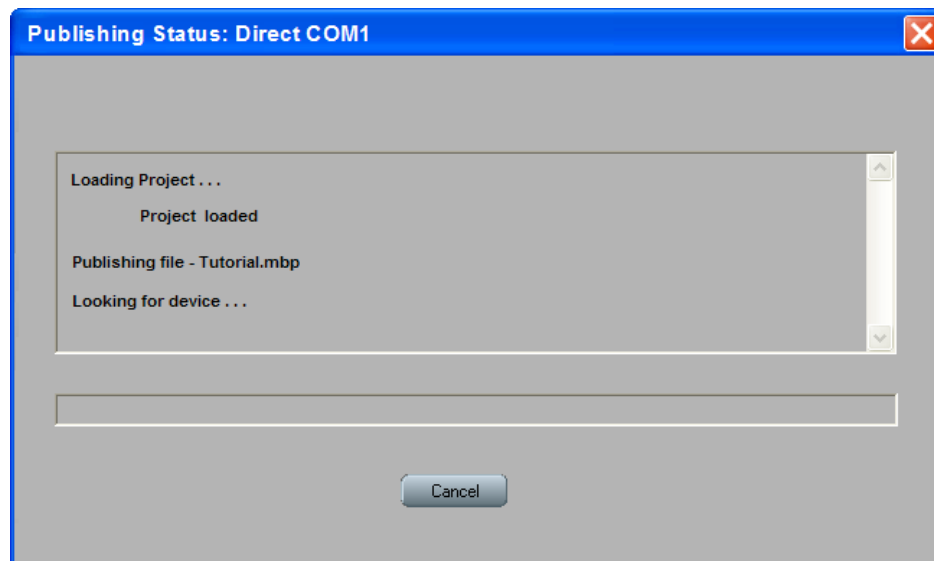


Now click on **Finish**. A file dialog will appear asking you to select a file to publish. As a convenience, the most recently opened project will already be selected. You can also just double-click on the file name as a shortcut.

Now click on **Finish**. A file dialog will appear asking you to select a file to publish. As a convenience, the most recently opened project will already be selected. You can also just double-click on the file name as a shortcut.



The software will now start the publishing process. A progress window will appear:



The contents of the progress window will vary depending on the publishing method for your site. You should see that the software is attempting to contact your unit, and the names of the files being sent. If your site uses "Removable Media", then you will be asked to insert media for copying.

Creating and Adding Content

Content is the artwork and programming that make up the visual and aural components of your project. Content can be a simple graphic, a block of text, background music, a DVD, and more. IMPRESS content can be divided into a few simple categories:

Standard Pages – made up of elements such as text, graphics, AdobeFlash, and smaller video frames (picture-in-picture)

Video Pages – full page video pass-thru, from a source such as a cable TV tuner, VCR, DVD player, camera, etc

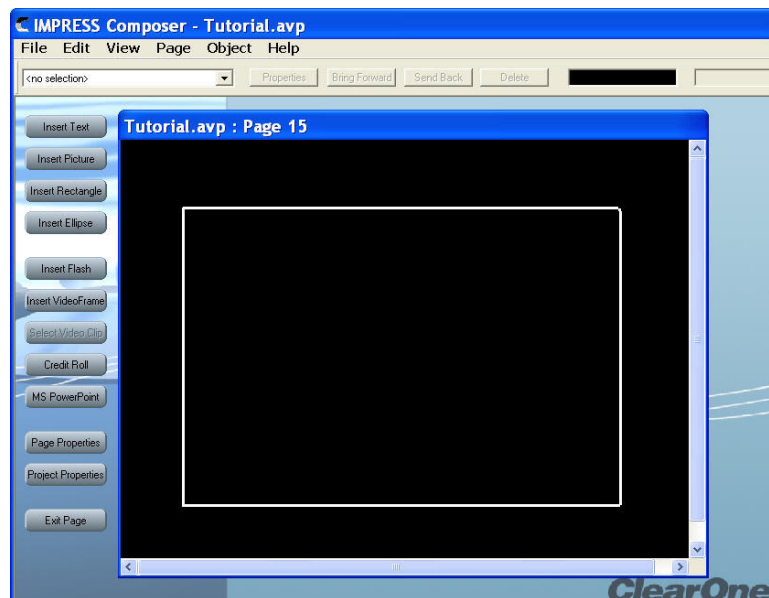
Overlay Regions – horizontally scrolling areas at the top or bottom of the screen used to display text information

Logo – a static logo image on the screen

Audio – background music and page voice-overs

STANDARD PAGES

Append or insert a page into your project and select 'IMPRESS page' as the page type. Give the page a description, click on the **OK** button and the new page is shown in the page editor, where all design and arrangement takes place.



Elements added to pages such as text, graphics, Flash, etc, are inserted onto the page editor as objects, which can be manipulated easily with the mouse. Each object also has a series of property sheets, which are discussed later with each specific object.

Insert a text object into the page editor by clicking on the **Insert Text** button. You will see an object appear on the page with the word "text" inside the object tracker handles, or bounding box.



The object can be moved around on the page by clicking on any section of the white object handles, holding down the mouse button and dragging the object. The object can be sized by clicking and dragging any of the black points on the outline.

The page editor consists of several elements that facilitate page creation.

OBJECT SELECTION TOOLBAR

As objects (text, graphics, etc) are added to the page, they are listed in the drop-down list in the object selection toolbar. Using the toolbar to select and manipulate objects is often easier than attempting to select or highlight an item in the page editor, as the editing window can become crowded with overlapping objects in more complex pages.



Controls are provided to access the **Properties** sheet for the selected object and to **Delete** the object. **Bring Forward** and **Send Back** provide layering controls. In the example below, a rectangle is shown in front of a text box, obscuring it completely in the first picture. Select the rectangle, click on the **Send Back** button, and the second picture shows the result.



To the right of the object selection toolbar are two additional tools – a dynamic color display, and information about the currently selected object.



As you move your mouse around the page editor, the dynamic color display will change to show the RGB value of what is immediately under the mouse cursor. This makes it very easy to match colors, if you are creating content in 3rd party graphic programs as well.

The object Position and Size indicators show details about the currently selected object (position in X, Y coordinates, size in width, height). This can simplify the process of aligning multiple objects, as an example.

SAFE TEXT AREA GUIDES

Notice the rectangle inside the page editor near the border of the window. This rectangle represents what is called the “Safe Text Area”, or sometimes the “Safe Title Area.”

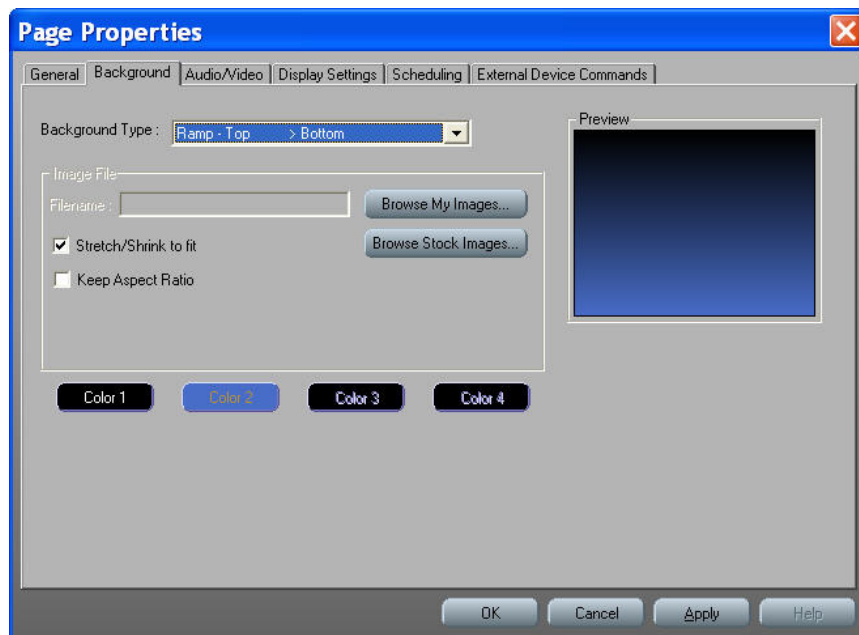
Computer monitors and television screens are somewhat different in how they display images. A computer monitor shows you the entire image, usually surrounded by a thin black border. On a television screen, however, the image is stretched slightly so that it goes past the plastic bezel of the picture tube, creating the appearance of a picture that goes from edge to edge without any border. This process is known as “Overscan.”

The problem with overscan is that no two TV sets are adjusted the same, and will “waste” varying amounts of display area. This means that any text you have near the edge of a display, although it may look good on your TV, might get chopped off on a different one.

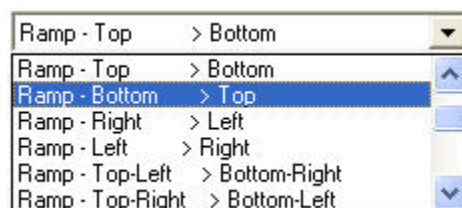
This problem has led video professionals to define what is known as the “Safe Text Area.” Text placed inside this area will show up for sure on any TV that isn’t severely out of alignment. This area is represented by the thin rectangle.

BACKGROUNDS

A page background is an image or color pattern applied to the entire page area. The background is always behind everything else and is not considered an object, so it will not appear in the object selection toolbar. Images set as page backgrounds will by default be stretched or shrunk down to fill the entire page area.



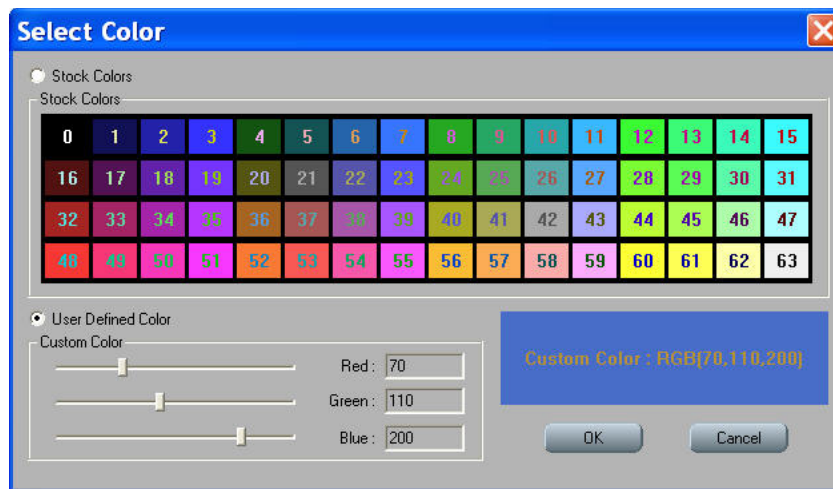
Double-click on a blank area on the page The Page Properties dialog will open. Click on the **Background** tab. Select a background type using the pull-down menu. Select from Solid color, Image File, or one of many different ramp options (a fade from one color to another).



Horizon, Vertical/Horizontal splits, and Left Third are ramps with slightly more complex patterns. Depending on the background type selected, some or all of the **Color 1** through **Color 4** buttons will be enabled (Solid uses **Color 1** only, most ramps use 1 and 2, the more complex patterns use all 4).



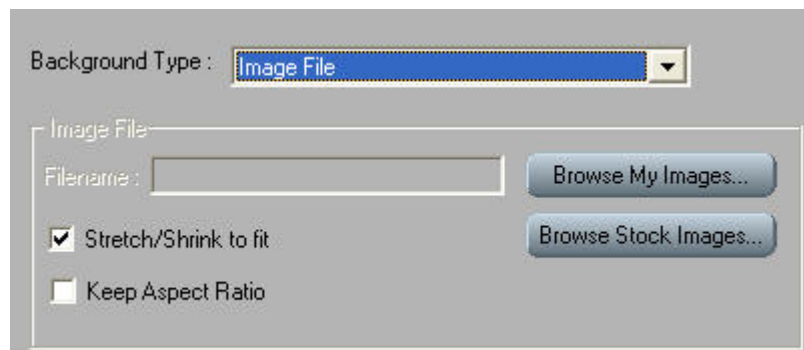
Double-click on one of the enabled color buttons to select a particular color using the color picker tool.



IMPRESS Composer lets you select from a palette of 64 predefined colors designed to look good on video. You can also design your own custom colors by selecting User Defined Color and adjusting the red, green, and blue slider bars as desired.

The **Page Background** can also be an image file. The IMPRESS Composer software includes 100 backgrounds to get you started, but you can use backgrounds from just about any source in one of the supported file formats (.BMP, .JPG, .JFIF, .GIF, .PCD, .PCX, .PNG, .TNG, TIF, .WMF, and .WPG).

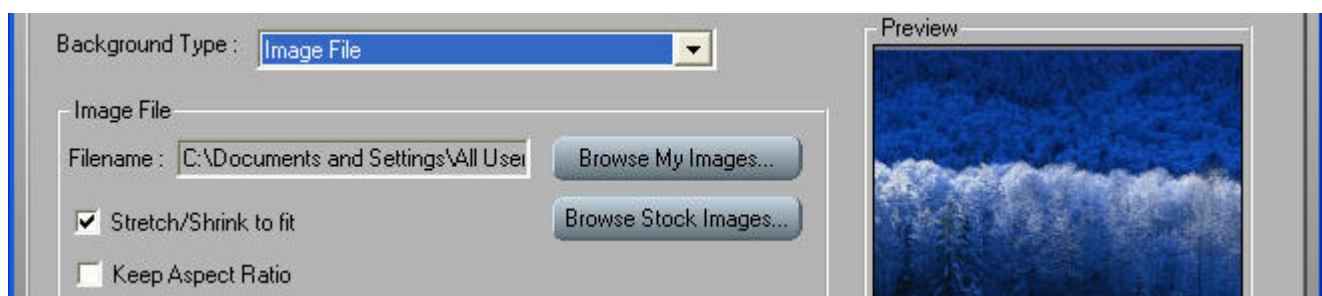
Select Image File and the controls in the Image File area (such as “Browse”) become enabled:



Click on the **Browse Stock Images** or **Browse My Images** button to select a background file (the ‘Stock’ images path is defined under IMPRESS Composer setup, ‘My Images’ will open whatever folder you last accessed an image from).

Click on an image once to select it and a preview of it will appear.

Confirm your selection by clicking on the **Open** button. You will be returned to the Page Background dialog, and note that your selection is now shown in the file name space.



Stretch/Shrink to fit: This option is enabled by default. Not checking it will allow the image to be displayed at its native size, if it is something other than the dimensions of the page.

Keep Aspect Ratio: Disabled by default. Used in conjunction with the **Stretch/Shrink to Fit** option, checking this box will potentially increase or decrease the size of the image as much as possible without distorting the aspect ratio of the original image.

Click on **OK**.

TEXT OBJECTS

Text within IMPRESS Composer is handled as an object on a page, or potentially a series of objects. For each block of text that is to have its own unique font, size, or color, a separate text object will be needed on the page.

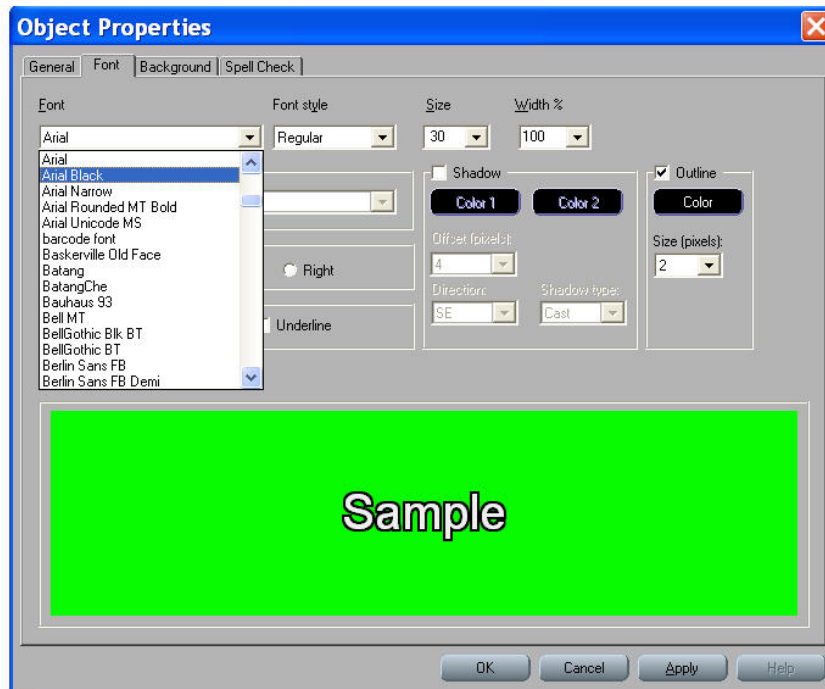


This image demonstrates in an extreme fashion the differences that can be achieved between multiple text objects. Add an initial text object to a page by clicking on the **Insert Text** button in the page editor.

To edit the text, simply click inside the box and you will see a familiar blinking cursor. You can type in text manually, or paste from an existing document (text formatting will be stripped during the copy/paste process).

Text objects can be moved and resized like other objects by clicking on and dragging the object outline.

Every text object has a collection of Properties that affect the appearance of the text, such as font style, size, color, outline, and shadow. To access the Font Properties dialog, simply double-click on a selected text object, or “right click” using the right mouse button and then select Properties > Font.

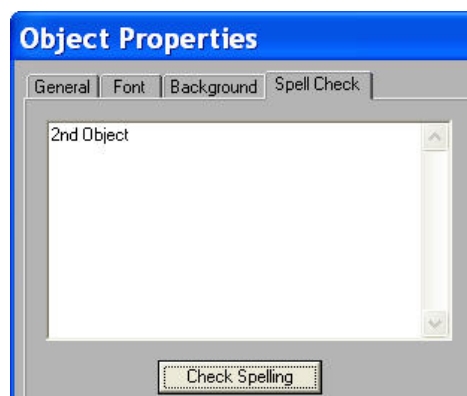


Feel free to experiment with the text properties, including changing the font and color, and then click **OK** or **Apply** to see how they appear on the page and are affected by the tracker control.

- » **Note:** IMPRESS Composer relies on the Windows font list to determine what fonts are available. Additional True Type fonts can be installed via the Fonts applet in Control Panel.

The **Background** tab of the text properties dialog controls the background of the text object only. Adjust these values to give a backdrop to the text in the object, which can help it stand out from the rest of the page. See “Visual Effects” later in this chapter on how to use these settings on the background tab.

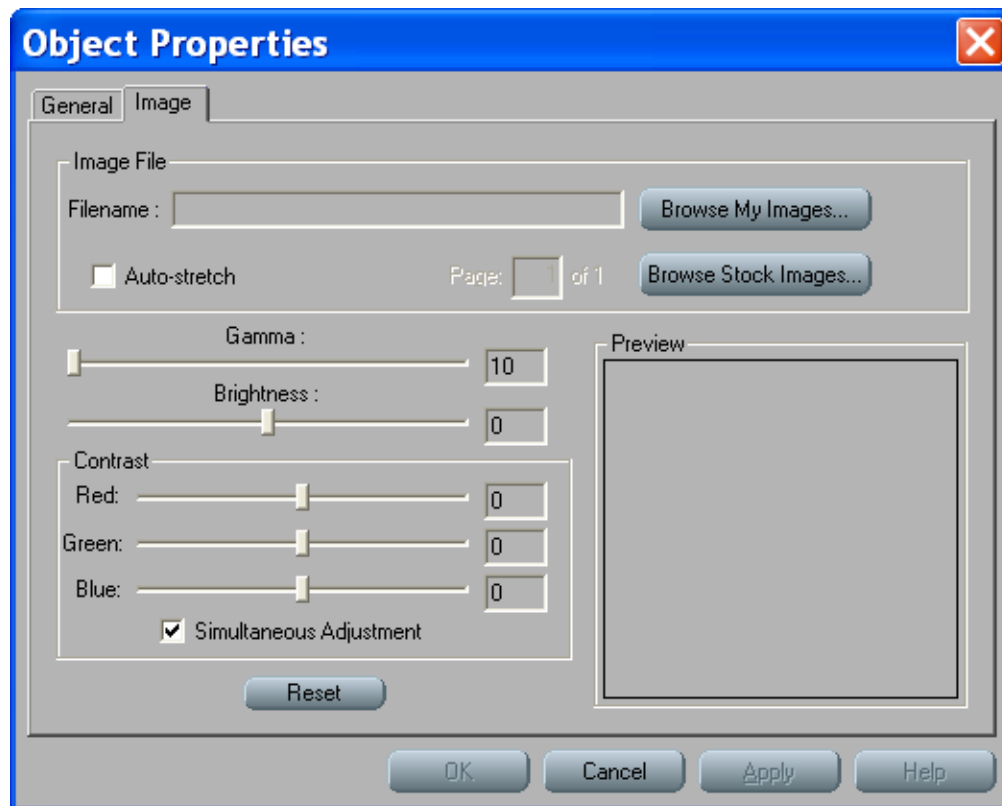
The **Spell Check** tab of the text properties dialog will display the text contained in the object and a Check Spelling button.



Click on the **Check Spelling** button and any misspelled words will be identified, and a prompt for action will be displayed. This can also be used to paste text copied from another source.

IMAGES

Image objects differ from background images in that they can be resized and positioned freely in the page editor like other objects. To add an image to your page, simply click in the **Insert Picture** button in the page editor.



The image object will be added on to the page and the properties dialog for it will be displayed automatically. An image must be selected before the **OK** button is enabled. Clicking on the **Cancel** button will close the dialog and remove the object from the page.

Click on the **Browse Stock Images** or **Browse My Images** button to select a background file (the 'Stock' images path is defined under IMPRESS Composer setup, 'My Images' will open whatever folder you last accessed an image from).

Click on an image once to select it and a preview of it will appear below. Confirm your selection by clicking on the **Open** button.

Auto-Stretch: Checking this box will enlarge the image so that it occupies the entire screen.

Controls are also provided to adjust the Gamma, Brightness, and RGB Contrast of the image.

ADOBE® FLASH®

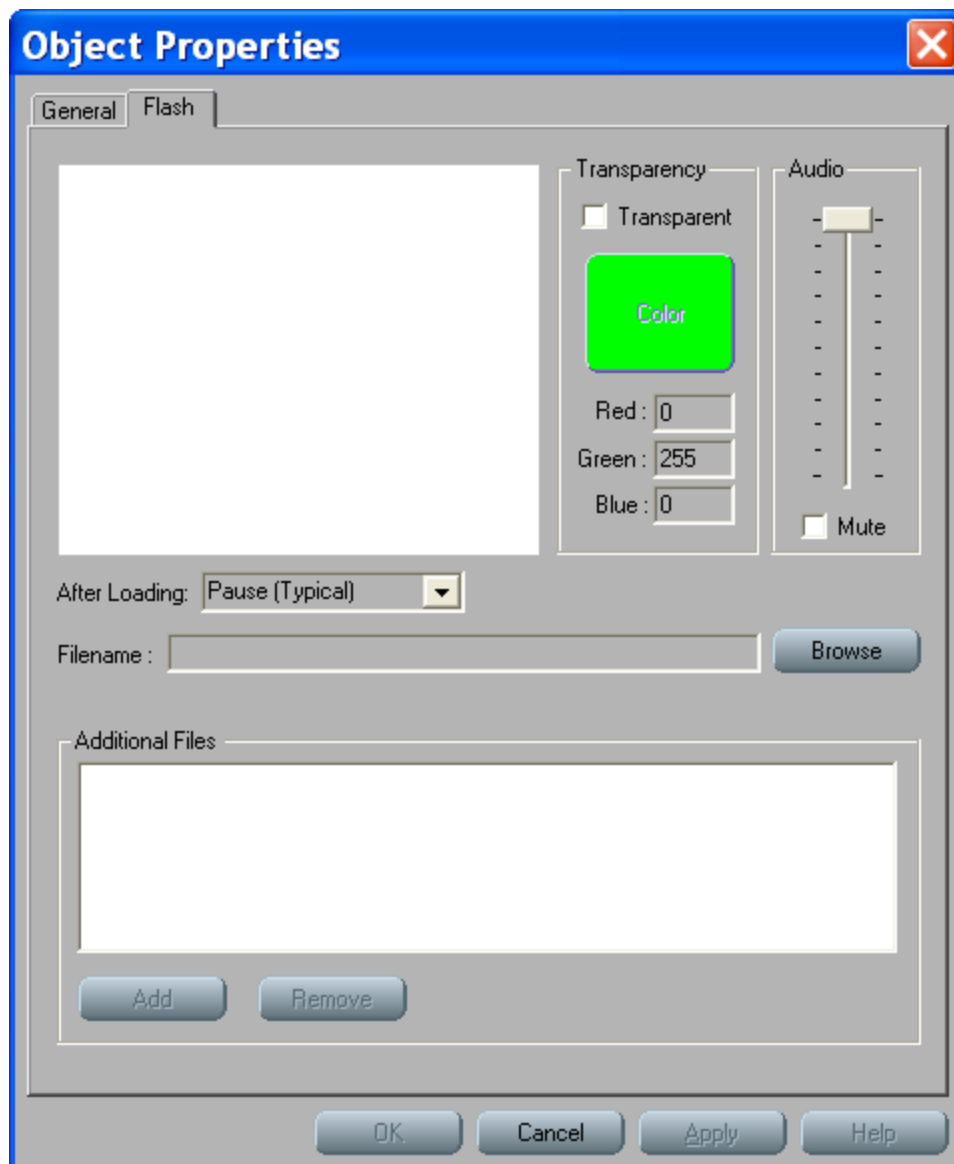
Adobe Flash is an industry standard file format for creating and displaying dynamic content. A Flash file can consist of text, graphics, audio, and more. Using a Flash authoring program, you can combine all of these elements to create anything from animated text & graphic banners, to full multimedia presentations.

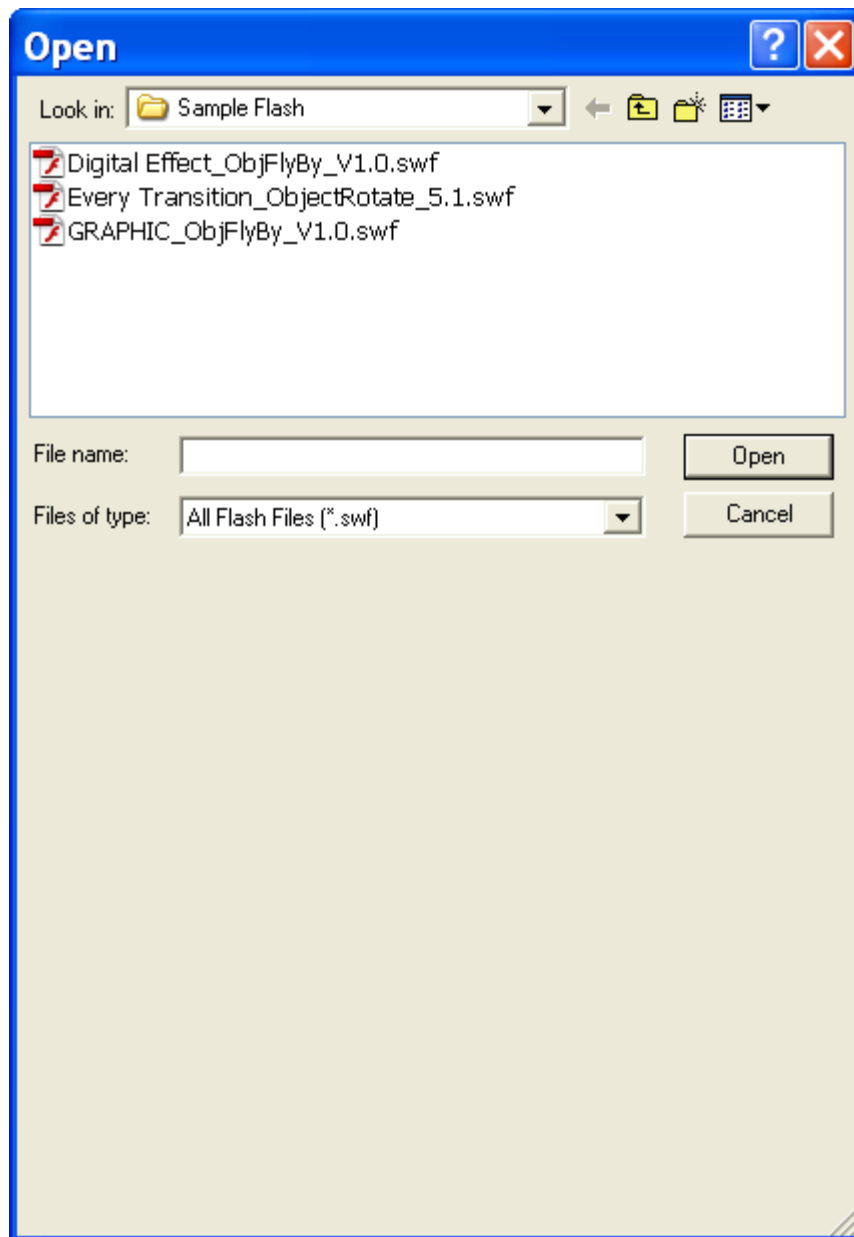
- » **NOTE:** Only Flash Player 7 and earlier are supported. Please do not author Flash in any other format. Flash files are created using 3rd party software. IMPRESS Composer allows you take Flash files that have been created in such a program and integrate it into an IMPRESS project. For more information, visit these links: <http://www.adobe.com>, <http://www.swishzone.com>

To add a Flash file onto a page as an object, click on the **Insert Flash** button in the page editor.



Click on the **Browse** button to select a Flash file. All files with the extension of .SWF will be displayed.





You can insert up to 2 Flash objects onto a single page. In some cases, you may have pages with multiple Flash items that contain audio – use the **Mute** audio control on this tab to selectively mute an individual Flash object during playback.

- » NOTE: Flash files can be created with the intention of being fully interactive – requiring mouse or keyboard input – as often seen on websites. Since the IMPRESS is a display-only device, creating a Flash file that relies on keyboard or mouse input is strongly discouraged.

The volume for any Flash objects that are not muted can be controlled from the **Audio** tab of Page Properties – refer to the “Audio” section of this chapter. You can insert up to 2 Flash objects onto a single page. In some cases, you may have pages with multiple Flash items that contain audio – use the **Mute** audio control on this tab to selectively mute an individual Flash object during playback.

The volume for any Flash objects that are not muted can be controlled from the **Audio** tab of Page Properties – refer to the “Audio” section of this chapter.

Two playback options are available as well:

Load and Pause: Use this for most Flash objects. This ensures that the content is loaded ahead of time and paused on the first frame so it is ready to go at the appropriate time.

Load and Play: This loads the Flash object early and begins playing it before it is shown on-screen. This is useful for Flash content that may need a few seconds to establish a connection with a data source or internet location to pull data. You also have the option of using the transparency feature to key out a certain color. This is very useful when the background of a Flash file is a single color and you want that to become transparent. Simply click the transparent box and click on “color” to choose from one of our preset colors or type in the amount of red, green, and blue.

Once you have selected the desired Flash file, click on the **OK** button to return to the page editor.

- » **NOTE:** To see a preview of the Flash file in the page editor, you will need the Adobe Flash Player for Windows installed through Internet Explorer (other browsers will not allow Composer to use it). It can be downloaded free of charge from this location: <http://www.adobe.com>

Once you have selected the desired Flash file, click on the **OK** button to return to the page editor.

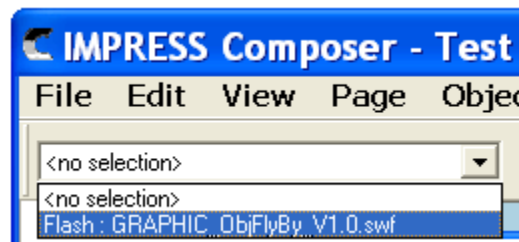
- » **NOTE:** To see a preview of the Flash file in the page editor, you will need the Adobe Flash Player for Windows installed through Internet Explorer (other browsers will not allow Composer to use it). It can be downloaded free of charge from this location: <http://www.adobe.com>

Use the **Object Tracker Handle** to position and size the Object on the page as desired. At this point, the Flash object behaves similar to a text or graphic object.



If the Flash object becomes deselected, you can re-select it using the object toolbar located at the top of the IMPRESS Composer window.

Highlight an object from here and it will be automatically selected in the page editor, allowing you to quickly resize or move the object.



- » **NOTE:** Due to the interactive capabilities of Flash in general, clicking on a Flash object on the page will have no effect. Use the object selection toolbar as mentioned above to manipulate the objects.

All Flash files used in the project will be transferred to the IMPRESS system during publishing and played directly from there.

Flash files can be very resource intensive and it is possible to overload the IMPRESS processor and/or memory leading to poor system performance. For optimal performance, we recommend keeping the object size the same as the actual Flash file and removing resource intensive visual effects from the Flash file (such as blur transitions, etc).

MS PowerPoint®

IMPRESS Composer includes the ability to insert a PowerPoint presentation. IMPRESS Composer utilizes a network service that converts the PowerPoint file to Flash.

» **NOTE:** On your network, Port 80 must be allowed to open for the conversion to occur.

To add a PowerPoint file onto a page, click on the **MS PowerPoint** button in the page editor. A browser window will appear, allowing you to select the PowerPoint file you want to insert.

A rectangular button with a dark background and the text "MS PowerPoint" in a light color.

If this is the first time you have inserted your PowerPoint file, the file conversion dialog will appear. It will proceed to upload your file to the ClearOne server, convert the file to Flash, and then download it. Once the procedure is finished, click **OK**.

» **NOTE:** If for some reason this process is taking a long time, perhaps due to network traffic, you can cancel the procedure at any time and try again later.

From here on out, the same rules that apply to a Flash Object in Composer apply to your PowerPoint object. Composer will insert the object and make it as large as possible without changing the aspect ratio of the presentation and without any cropping.

POWERPOINT DETAILS AND CONSIDERATIONS

When importing a PowerPoint presentation into IMPRESS Composer please take the following things into consideration in regards to the PowerPoint presentation:

Slide Dwell Time – In MS PowerPoint, you have the option of setting a slide time for each slide in your presentation. If you leave this field blank, IMPRESS Composer will give the slide a dwell time of 5 seconds. If you would like this to be longer, please define a time in your PowerPoint presentation for each slide.

Slide Page Size – IMPRESS Composer supports three page sizes that are defined in MS PowerPoint. You will find them in the Page Setup under “Slides Sized For.” Below are page sizes and the project resolutions they are most compatible with (when following these suggestions, your presentation will be inserted full screen):

On Screen Show (4:3) 800x600, 1024x768

On Screen Show (16:9) 1280x720, 1920x1080

» **NOTE:** Regardless of the aspect ratio of the project or the presentation, Composer will insert the presentation on the page as large as it can go without cropping. If the aspect ratios do not match, the presentation will have a “letter box” look.

Embedded Content – At this time, IMPRESS does not support audio or video/Flash that is embedded in the PowerPoint presentation. If you have audio that you really want to use in your presentation, you can send your PowerPoint file to support@clearone.com and have it converted. An email will be sent back to you with instructions on how to retrieve your converted file.

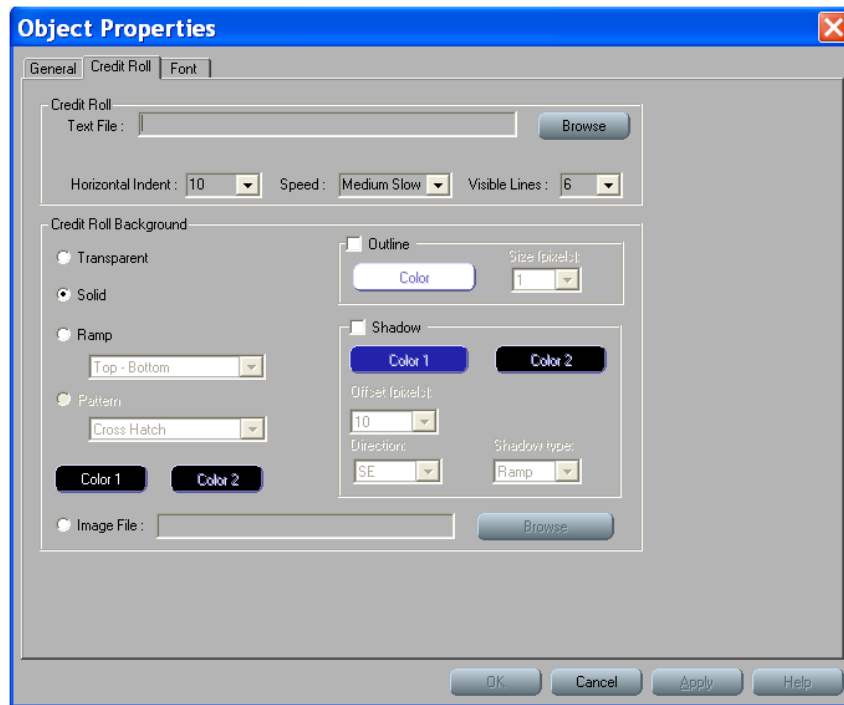
File Format – IMPRESS does not support the file format .pptx which comes with Office 2007. If you are using Office 2007, save your presentation using the .ppt (Office 97-2003 format).

CREDIT ROLL

A Credit Roll object is a section of a page that houses vertically scrolling text, similar to credits at the end of a movie. It is ideal for long messages, menus, or lists of information that will not fit on a typical as standard text. Credit Roll also allows you to use larger text than you might normally, due to the removal of some space restraints.

A Credit Roll object must be linked to a .TXT file that contains the text to be displayed.

From the page editor, click on the **Credit Roll** button.



The credit roll object will be added on to the page and the properties dialog for it will be displayed automatically.

A text file must be selected before the OK button is enabled. Clicking on the **Cancel** button will close the dialog and remove the object from the page. Click on the **Browse** button and select a .TXT file containing the text you wish to scroll up the screen.

Horizontal Indent: Effectively a margin setting. The number represents how many pixels of a cushion the text will be given on both sides of the object.

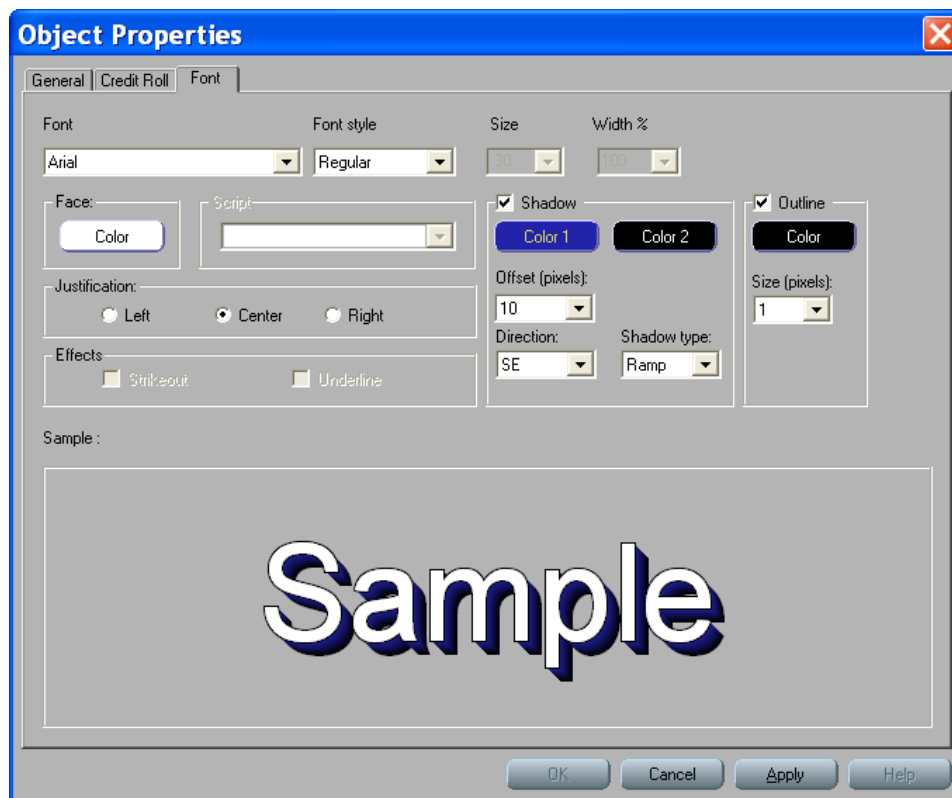
Speed: The speed at which the text will scroll from bottom to top.

Visible Lines: Controls how many lines of text will be shown at once as the text scrolls. Increasing this number will make the text smaller. This control is provided in place of a control for the font size.

The lower half of the **Credit Roll** tab features controls to adjust the Background, Border, and Outline of the entire credit roll object.

The font and associated properties for the credit roll object is controlled from the **Font** tab.

Select the font, color, and outline/shadow properties as desired. The Size field is disabled as it is controlled instead by the Visible Lines field on the **Credit Roll** tab.



- » NOTE: The .TXT files used by the credit roll object will ignore tab stops and other special characters in the file. To arrange data in the .TXT file for display in an aligned table format, use a fixed-width (monospace) font such as Courier, or Lucida Console. Instead of using the tab stops to align data cells, use multiple spaces instead and make the data align with the monospace font.

After clicking on **OK**, Composer will show a preview of your text in the credit roll object.

- » NOTE: When scheduling your page, the dwell time will be ignored because the page will play as long as it takes to show all your text in the credit roll.

VIDEO FRAMES

Live or pre-recorded video can be passed through the IMPRESS and shown full screen (see the next section of this chapter), or in a smaller video frame, or video window – creating a picture-in-picture display with your own messaging around the video.

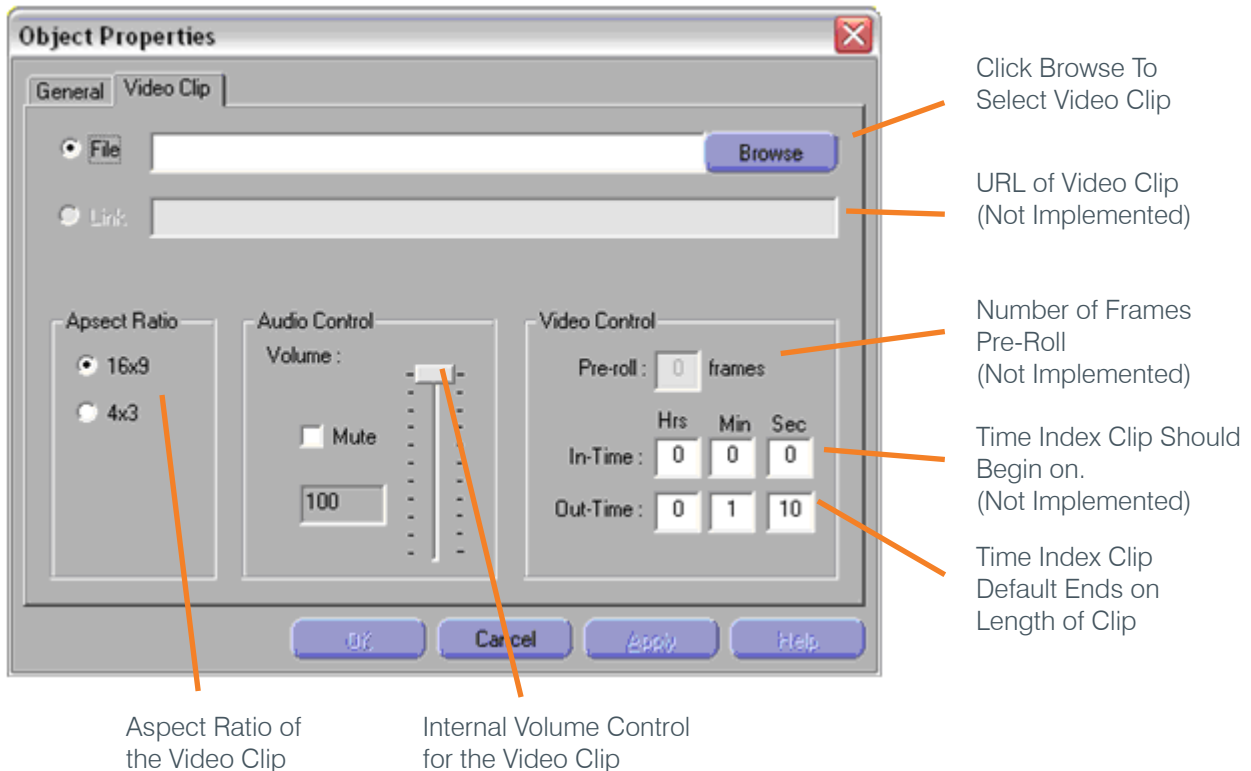
From the page editor, click on the **Insert Video Frame** button.



Two options are presented: Video Clip and External Video. Video Clip is for adding pre-recorded video to the presentation, where the External Video (called Video Frame in the UI) allows input from an external video source using the IMPRESS video inputs.

VIDEO CLIP

When the Video Clip option is selected a new properties window appears:



Currently, the IMPRESS can play back a video file that is stored on the system. A future release will include the ability to play a video file from a URL

From here, do the following:

1. Select a video file by clicking on **Browse**. (divx, mp4)
2. Next, select the aspect ratio of the clip. (16 x 9 or 4 x 3)
3. Adjust the volume control to desired volume level.

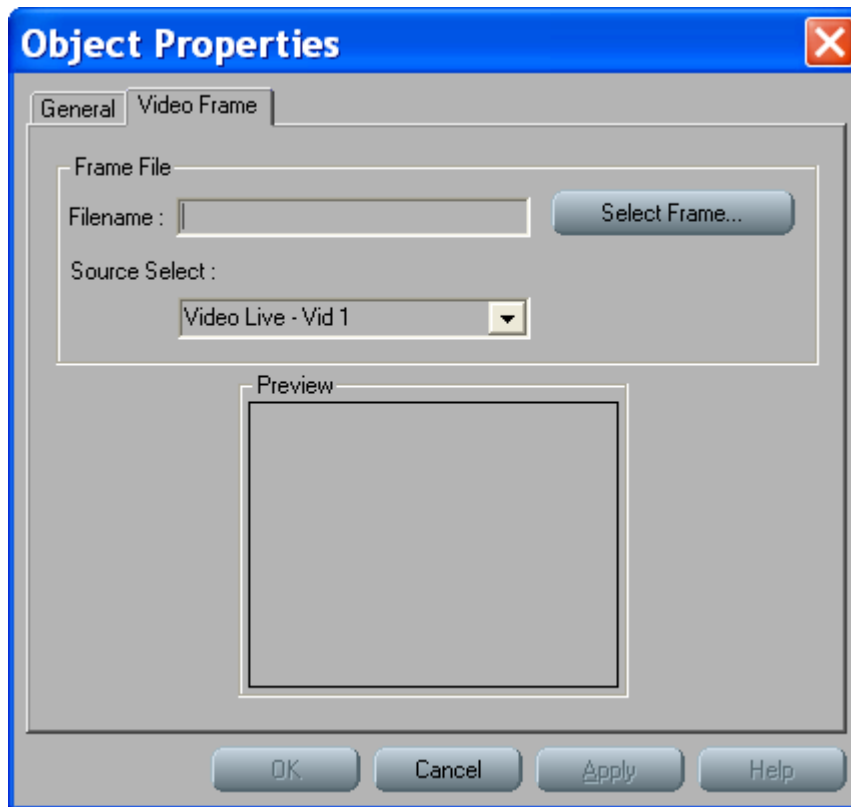
Link, Pre-roll and In-time not yet implemented

Once you have all the video related settings that you want, click on Apply. Afterward you can click on **OK** to go back to the page editor, or you can go to the **General** tab and position the video frame manually. If you want the video frame to be full screen, you will need to use the **General** tab, set the X and Y to zero, and set the width and height to the page size (also known as the project resolution).

The dwell time for the page will automatically be set according to the **In-Time** and **Out-Time** fields.

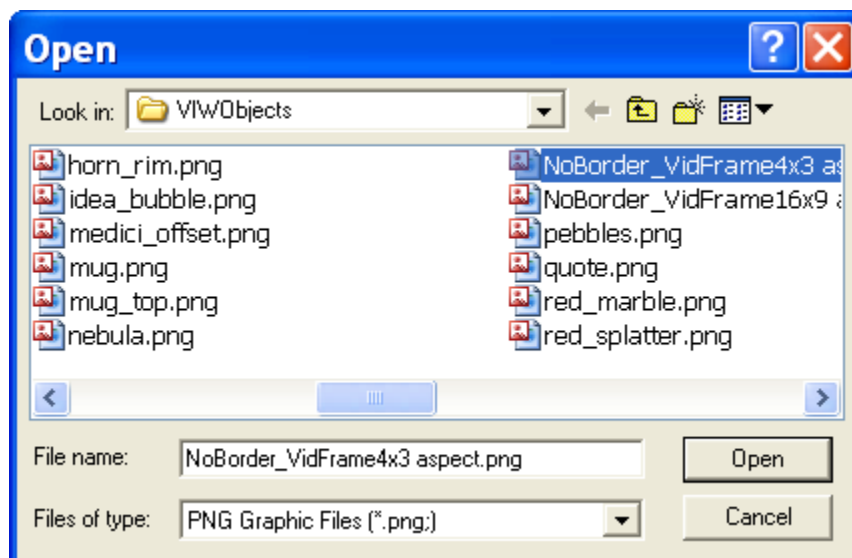
EXTERNAL VIDEO

When External Video is selected a frame is created in the project page to display the external video. The properties for this include a Filename selection to select a frame graphic file that determines the appearance of the frame, and Source Select for the content.

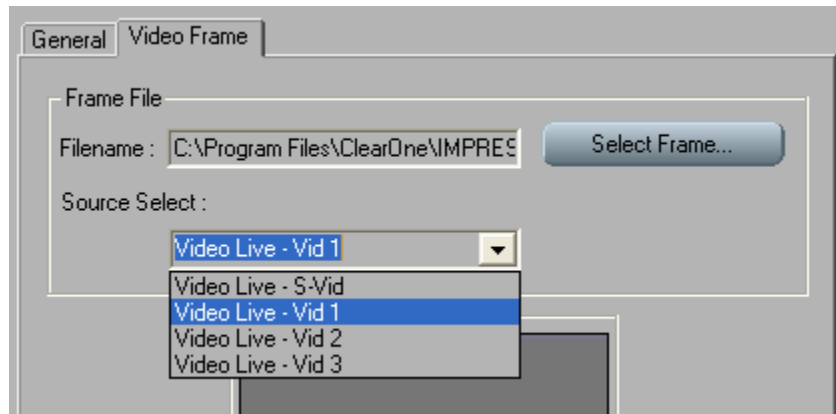


A frame graphic must be selected before the **OK** button is enabled. Clicking on the **Cancel** button will close the dialog and remove the object from the page.

Click on the **Select Frame** button to browse for a frame graphic. If you do not want a graphical border around the video, select NoBorder_VidFrame4x3 aspect.png or NoBorder_VidFrame16x9 aspect.png for the frame graphic, depending on the aspect ratio of the video that will be passing through. Select the frame graphic you wish and click on the **Open** button.



Source Select: The 4 video input connectors on the back of the IMPRESS are listed here. Select the one that has the source attached that you wish to display.



VIDEO PAGES

Video sources can be passed through the IMPRESS full-screen as well and be displayed with other elements such as a overlay regions and logo graphics fully integrated.

To add a video page, simply click on the **Append Page** button and select **RT Video Overlay** as the page type. Provide a description, and click on **OK**. The page properties window for the new page will be brought up automatically.

» **NOTE:** There is no page editor for Video Overlay pages. No text or graphics can be inserted on the page aside from overlay regions or a project-wide logo.

Go to the **Audio/Video** tab and select the Video Input that corresponds to the physical connector on the rear of the IMPRESS that the video source is connected to.

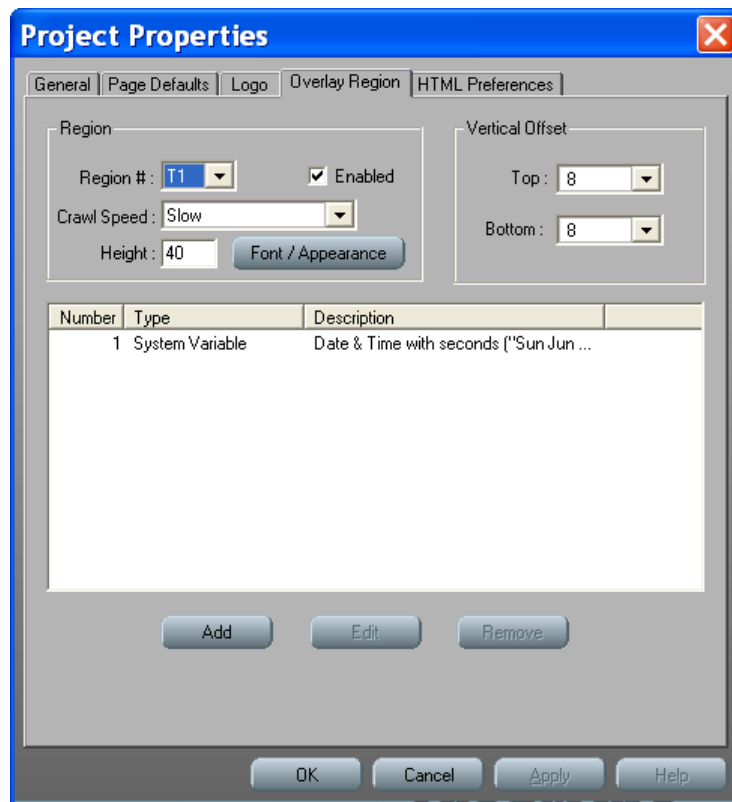
You may wish to adjust audio settings as well, if the video passing through has an accompanying audio track. See the section on Audio later in this chapter.

OVERLAY REGIONS

The IMPRESS system has the capability to display continuous messages that are superimposed over all (or most) pages in a project. These are referred to as "Overlay Regions."

Overlay messages can crawl from right to left, or be centered on the screen for a fixed amount of time. They can be text, date and time, or weather variables.

To access the overlay regions, click on the **Project Properties** button and then select the **Overlay Regions** tab.



The IMPRESS allows for up to 4 independent crawl regions to be displayed at once; a maximum of two at the top of the display (T1 and T2), and two at the bottom (B1 and B2).

With all 4 regions enabled, they are positioned as shown below:



If, for example, only region T2 is enabled, it will be shown where T1 is displayed above, flush with the very top edge of the screen. Enabling T1 will then push T2 down to the position it is shown in above.

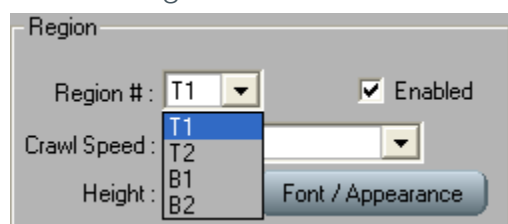
Vertical Offset: If your crawl region appears slightly outside of the viewing area on a television (tops or bottoms of letters getting cut off), you can use the Vertical Offset tool to bring them into view.

Top – This value determines the number of pixels the top regions (T1 and T2) will be moved down from the top edge of the display. The value effects both T1 and T2.

Bottom – This value determines the number of pixels the bottom regions (B1 and B2) will be moved up from the bottom edge of the display. The value effects both B1 and B2.

ENABLING AND DEFINING A REGION

Using the pull-down menu, select a region and click on the **Enabled** checkbox. This turns on the selected region.



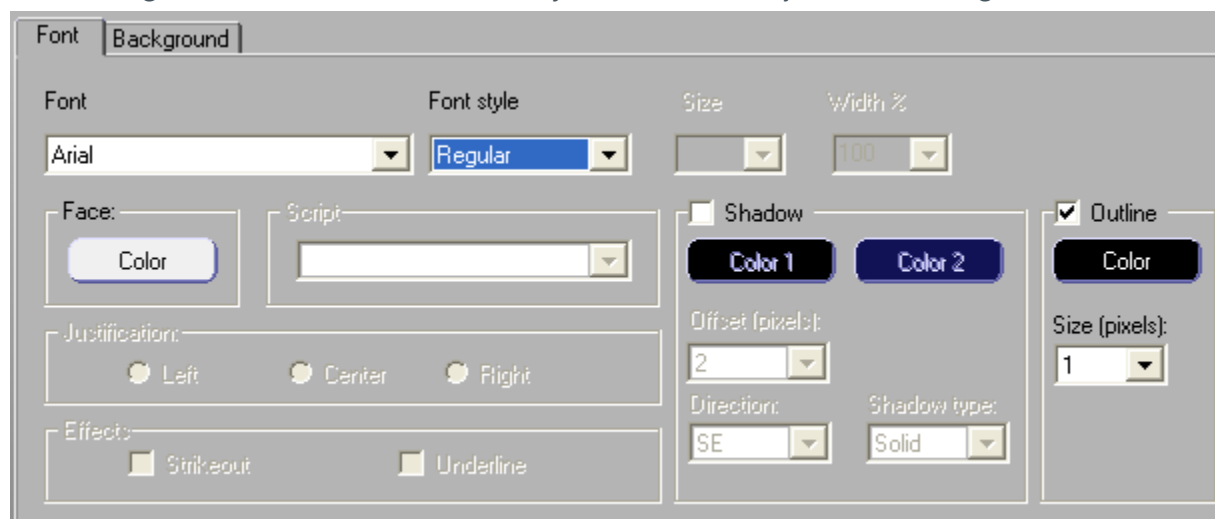
Once a region has been enabled, the speed, height, and appearance can be modified, and content can be placed in it.

Crawl Speed: The speed the crawling region items will crawl at. This value is the same for all region items in a specific region.

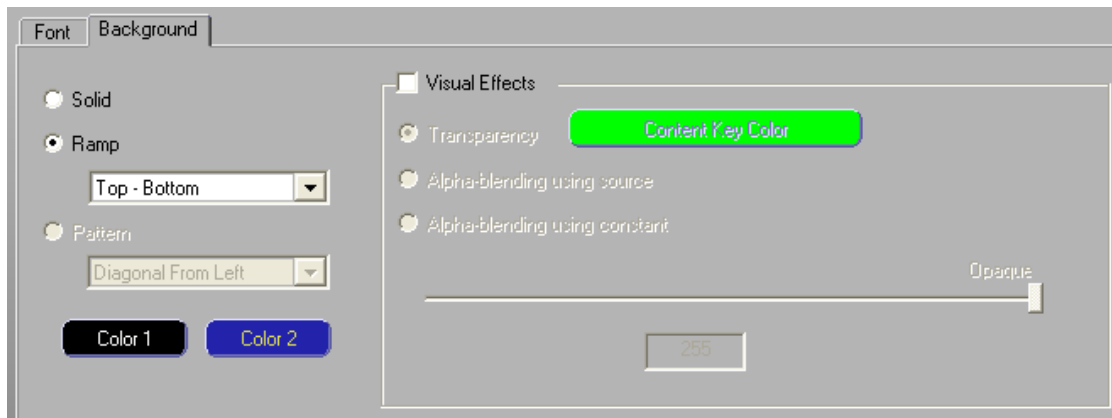
Height: The height, in pixels, of the region. The default value is 40. It is important to note that this is not the point-size of the font, but the size of the entire region. The font-size adjusts automatically to fill the region size, as defined here.

Font/Appearance: Each region's appearance can be set independent from the others.

This font dialog works in much the same way as with Text Objects in the Page Editor.



Font type, style, outline, and shadow can all be customized.
The Background tab of this dialog defined the region's backdrop.



Available choices are Solid (one color), Ramp (two colors), Pattern (two colors), Transparent (no background), and Alpha-Blending (see “Visual Effects” later in this chapter).

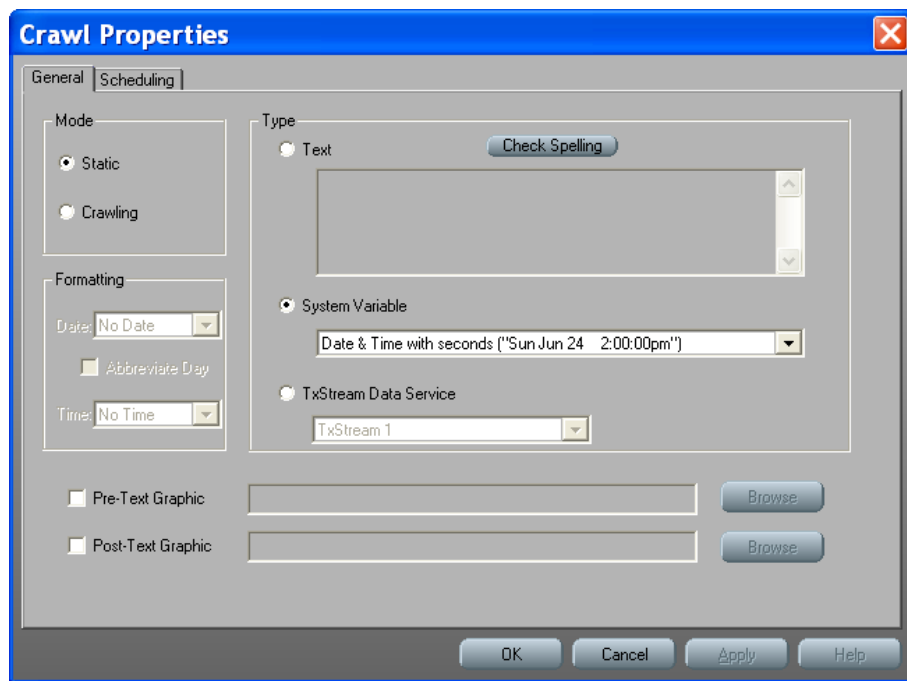
ADDING REGION CONTENT

Enabling a region and defining its appearance is the first step. The second and final step is creating the text and variables to display in that region.

Number	Type	Description
1	System Variable	Date & Time ("Sun Jun 24 2:00pm")
2	Fixed String	Thanks for watching!

In this example, our region has 2 items – it will display the date and time, and then a message that simply says “Thanks for watching!.” These two items will repeat in a simple loop. Adding more content items will simply create a larger loop – after the last item in the list is displayed, it will go back to the first.

Content is added to this list by clicking on the **Add** button under an enabled region, and the Crawl Properties dialog is displayed:



Static: The region item will be centered on the screen for the specified dwell time, and will not move. After the specified dwell time, the next region items will be displayed. If there is only the one region item, it will remain on screen without interruption.

Crawling: The region item will crawl across the screen from right to left, at the speed defined on the Overlay Region tab. When the message disappears off the left edge of the screen, the next region item will be displayed. If there is only the one region item, it will be repeated.

Select the type of message you want to display.

Text: Type in the desired text message. This message can be as long or short as desired. Text can be copied from another program (word processor, etc) and pasted into this field as well.

System Variable: Display one of the pre-defined system variables. Available options are as follows:

Date & Time (12 or 24 hour)

Date & Time with Seconds (12 or 24 hours). This option is not available if mode is set to crawling.

TxStream: Select a TxStream item that matches what you defined previously in Site Setup (Weather TxStream 1, 2, etc). Selecting a TxStream item will change the mode to crawling.

Press **OK** and the regions will be added to the list.

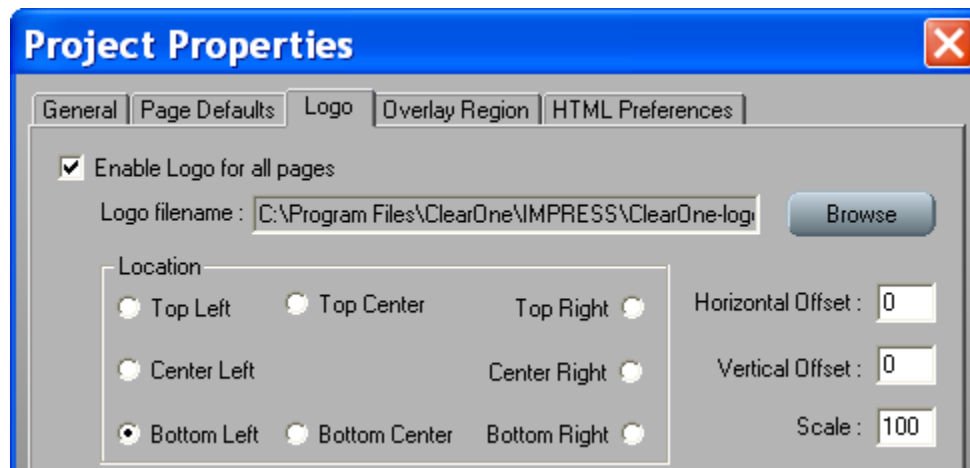
SCHEDULING

The scheduling tab of the crawl object properties sheet allows you to set one or more scheduling conditions for each item in a crawl region. Scheduling controls are the same as those for pages. Refer to the “Scheduling and Other Page Properties.” Please note that the dwell time only affects static overlay regions. A crawl region will crawl for as much time as needed to get all the text across the screen.

Logo

The **Logo** tab allows you to insert a static logo image on screen that will be present throughout the entire project. Allowable image types are .BMP and .JPG.

Check the **Enable Logo for all pages** box, and click on the **Browse** button to select your logo image.



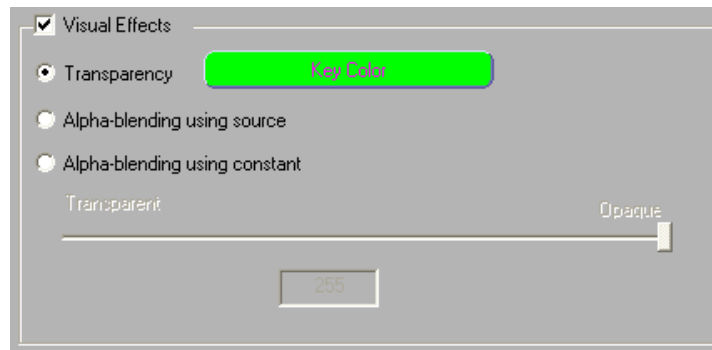
Location: This is the starting on-screen location for the logo image. Placement can be fine tuned using the **Horizontal Offset** and **Vertical Offset** values to the right.

Horizontal/Vertical Offset: Allows for more precise placement of a logo image. The horizontal will move the image up by the specified number of pixels, and the vertical will move the image to the right by the specified number. Only positive numbers are allowed. The default value for both fields is 0.

Scale: Controls the size of the logo image, with the value being expressed as a percentage (i.e., 100 is the images original size, 200 is double the original size). The default value is 100.

VISUAL EFFECTS

Text Boxes, Logos, and Overlay Regions have an additional format section called “Visual Effects.” Here you can change the visual appearance of the object by setting its transparency/opaqueness or alpha blending.



Transparency: Set this to make your object transparent. Set the **Key Color** to match the color of the background of your object. This color will be “keyed” out, thus making the object appear transparent.

Alpha-Blending Using Source: The image formats .PNG and 32-bit .BMP support a pixel by pixel alpha blending. Currently, this is really only used for logos. If this was used in your image, then click this setting so that any transparency settings in the image file will be used.

Alpha-Blending Using Constant: This setting will cause the entire object’s transparency to change. Use the slider bar to set how transparent or solid you want to object to look. The higher the number the more solid it will appear, and the lower the number the more transparent it will appear. (Alpha Blending can only be done on an AV400 or higher).

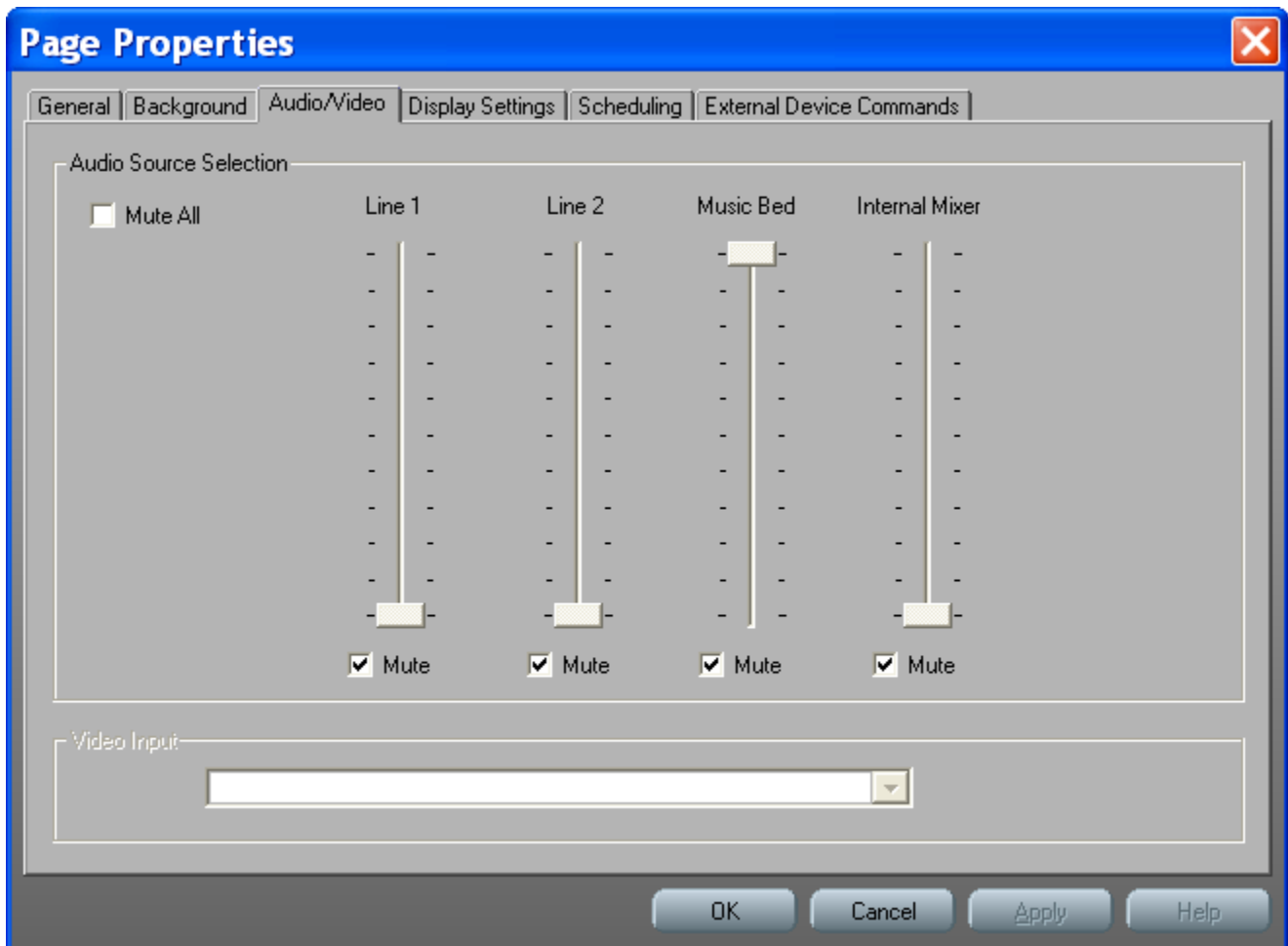
Audio

In addition to the visual elements that make up a page, the IMPRESS supports 2 types of audio as well – external pass-thru, and Multimedia.

External Pass-Thru: This can simply be an audio stream that accompanies a DVD/VHS video playback, or an audio-only source for background music, such as a CD player.

Flash: Adobe Flash and video clip objects can contain audio to accompany the video and graphics they also contain. Flash files can also be audio-only to provide a voice over or narration to a page.

The **Audio tab** of Page Properties contains a series of volume faders for all available sources.



Line 1, Line 2: These volume faders control the devices that are plugged into the Line 1 and Line 2 input jacks on the back of the IMPRESS.

Music Bed: This fader controls the volume level of the device plugged into the Music Bed or MIC input jack on the back of the IMPRESS. This is the default audio source for new pages, making it ideal for connecting a device that provides background music (CD player, radio, etc).

Internal Mixer: Adjust the volume of multimedia content on the page using this fader.

SCHEDULING AND OTHER PAGE SETTINGS

Every page in a project has what are called “Properties.” These are settings other than those that control the actual contents of the page. For example, the duration a page appears and the transition effect used are page properties.

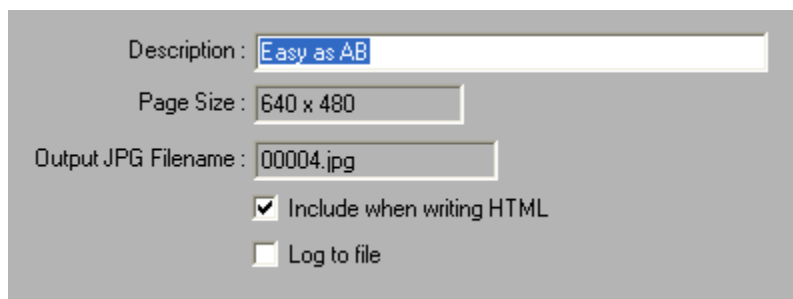
Click on a page in the project view to highlight it, and click on the **Page Properties** button to view the property sheets for that page.

The Page Properties dialog is divided into multiple tabs.



GENERAL

The **General** tab allows you to name the page and see some statistics about that page.



Description: This is a short description of the contents of your page. This description shows up in the Project Editor next to the page number. This description is for your own reference only. Video overlay pages that trigger Adtec MPEG clips will display the clip name in place of the description in the thumbnail view.

Page Size and Output JPG Filename: All pages will indicate a Page Size. This is the resolution of the JPEG file that is output by IMPRESS Composer and displayed on the playback system. This resolution is determined when the project is created, and cannot be changed afterwards.

The actual name of the file is shown as well, allowing you to locate that file on your hard drive.

Include When Writing HTML: IMPRESS Composer Professional writes pages as HTML files as well. Uncheck this box if you don't want the page written as HTML.

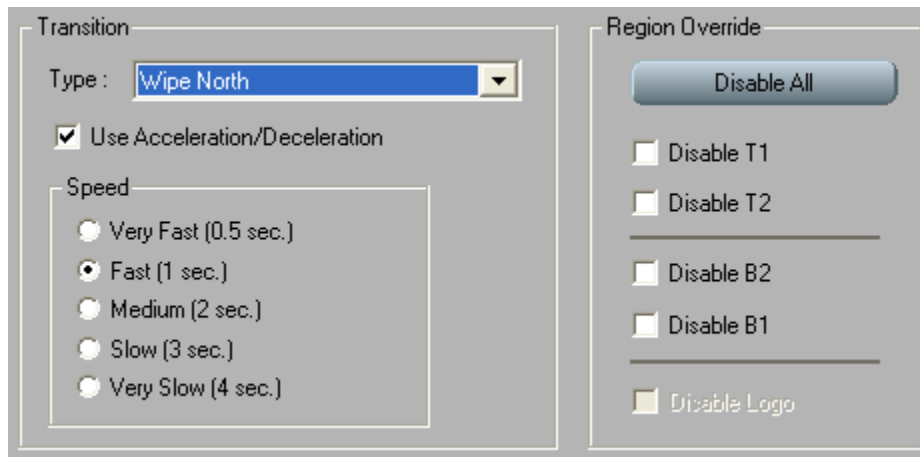
Log to File: Check this box to Include this page in playback records written to the IMPRESS unit. These logs are reserved for future use.

Background: For standard pages (IMPRESS pages), the page background is set here. Refer to the 'Background' section of the chapter, “Creating and Adding Content.”

DISPLAY SETTINGS

The **Display Settings** tab contains settings for the transition effect that is used to bring the page on-screen, and the speed of that transition.

From here you can also disable regions (crawl lines) for the particular page.



Transitions: As each new page is displayed by the player, it can appear to “wipe” onto the screen using several different methods. The **Transition Type** pull-down menu allows you to select from these different methods.

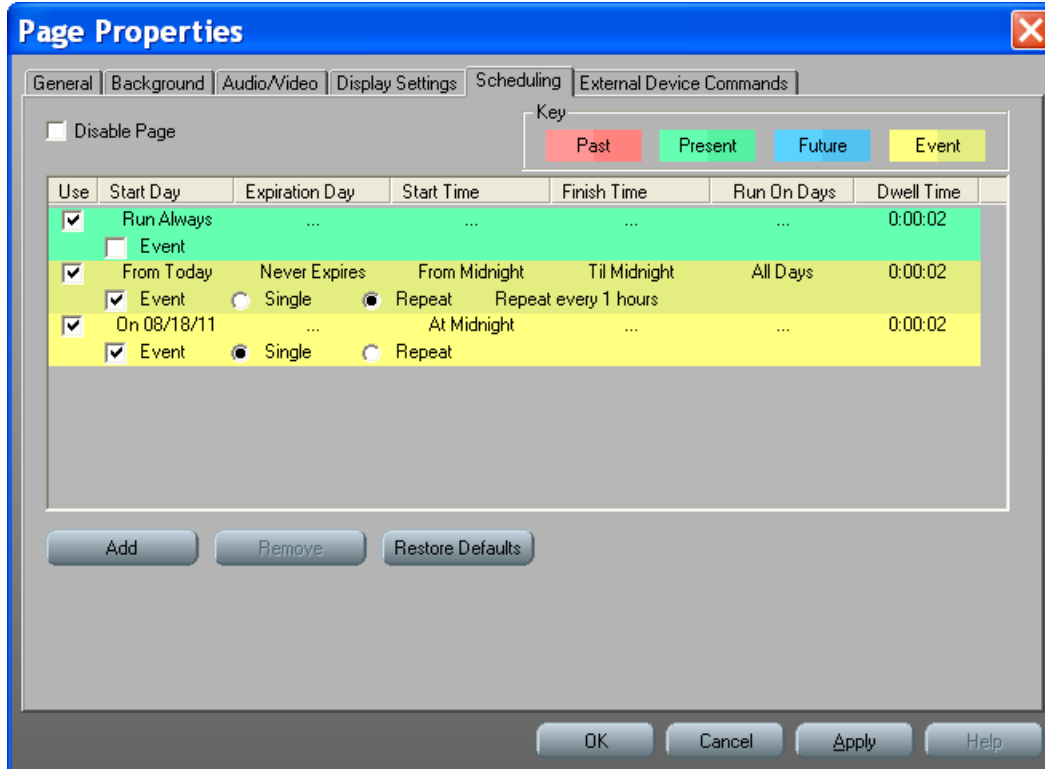
The “Fast Cut” transition means to have an instantaneous switch from one page to the next. If ‘Random’ is selected, a random transition and transition speed will be selected for the page.

The Transition Speed determines how fast a page appears to wipe onto the screen when played. If you are using the “Fast Cut” transition, the speed is ignored.

Disable Regions: Check this box to turn off the display of crawl regions for the selected page.

SCHEDULING

The **Scheduling** tab allows you to place various conditions and restrictions on pages determining when they will appear on screen.



By default, a page is set to “Run Always” upon being created, meaning that the page shows up each time the playback system repeats through the project. With page scheduling, you can direct pages to follow a schedule – playing only during allowed times, or playing at specific times.

Each row in this table can be thought of as an additional filter. Composer will look at the first row and determine if the entry is valid. If it is, the page is allowed to play. If not, Composer continues searching for a valid entry. If all entries are invalid, the page is skipped.

IMPRESS Composer supports an unlimited number of entries.

Disable Page: Check this box to disable the page completely. All other options will be greyed-out when this is checked.

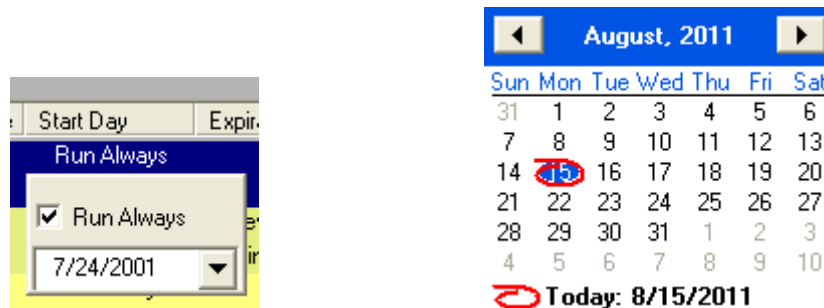
Key: The top-right corner of the page shows the color-coded key used to display the status of a particular time domain range. If a range is set to expire on Saturday at 8:00 AM, then at 8:01 AM that range will display in Composer as red. Current ranges will display in green, those specifying future dates will show in blue, and pages tagged as Events will display as yellow.

Use: This check box will enable or disable a specific range.

This scheduler can be useful to dramatically change a page’s scheduling with just a few clicks of the mouse. Multiple fields can be used to establish very different schedules, and they can be toggled between easily by checking the **Use** box.

REGULAR SCHEDULING

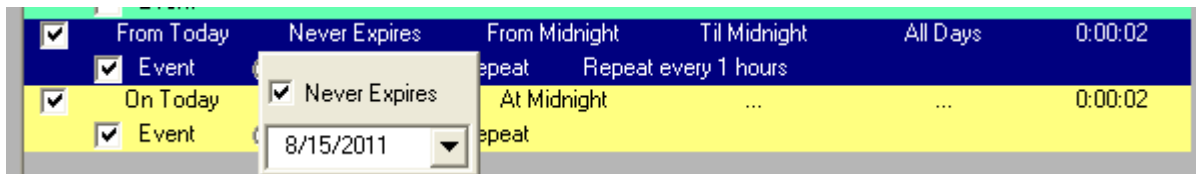
Regular scheduling is used to make a page expire on a specific date, or be valid only during certain times or on certain days of the week. Click on the first field to highlight it, and click again on the **Run Always** text in the Start Date field.



To establish a schedule, uncheck the **Run Always** box and click on the drop-down box to reveal the calendar control.

Use the **left** and **right** arrows at the top of the calendar to find the appropriate month, and then click once on the desired date to select it. For this example, August 5, 2011 has been selected as the beginning date for this page.

Click anywhere off of the date select control, and you will see the effect these changes have made.



The selected start date is shown, and the Expiration Date is set to **Never Expires**. Click on the line again to highlight it, and click once on **Never Expires** to bring up the expiration date control.

Uncheck **Never Expires**, and use the calendar tool to select the expiration date for the page.

IMPRESS Composer also allows you to restrict pages with regard to time. Select the range you wish to modify, and click once on the Start Time field.

The hour, minute, and second (if enabled) fields can be selected independently. The up and down arrows to the right can be used to change the highlighted value (alternatively, the up and down arrow keys on the keyboard can be used, and numbers can be typed in specifically as well).

Finally, IMPRESS Composer allows you to schedule pages with regard to Day of Week. Click once on your range to select it, and click on the **Run on Days** field to bring up the day selector.

<input type="checkbox"/> All Days	<input type="checkbox"/> Sunday	<input checked="" type="checkbox"/> Thursday
<input checked="" type="checkbox"/> Week-Days	<input checked="" type="checkbox"/> Monday	<input checked="" type="checkbox"/> Friday
<input type="checkbox"/> Weekend	<input checked="" type="checkbox"/> Tuesday	<input type="checkbox"/> Saturday
	<input checked="" type="checkbox"/> Wednesday	

Select the days you want the page to display by putting a check in the box to their left. The **All Days**, **Week-Days**, and **Weekend** check boxes will select the associated days automatically.

The far right column of the time domain table shows the Dwell Time, or page duration – and allows you to change it.

Click once on the desired range to highlight it, then click on the **Dwell Time** field to bring up the dwell time selector.

When first created, a page will be set to **Use Project Default** (discussed in the Project Properties section). Uncheck that and then modify the dwell time as desired.



REGULAR SCHEDULING EXAMPLES

Here are some examples of regular scheduling along with a description of what is being done.

<input checked="" type="checkbox"/>	From 05/10/07	Thru 05/24/07	From 06:00 AM	Til 04:00 PM	. M . W . F .	0:00:30
<input type="checkbox"/>	Event					

This page will play for 30 seconds at a time between the hours of 6 AM and 4 PM on every Monday, Wednesday, and Friday that falls between the date range of 5/10/07 and 5/24/07.

<input checked="" type="checkbox"/>	From 05/10/07	Thru 05/24/07	From Midnight	Til Midnight	. M . W . F .	0:00:30
<input type="checkbox"/>	Event					

To make the page play at all times of day during that same date range, simply change both the starting and ending times to midnight. This makes the page valid 24 hours a day.

<input checked="" type="checkbox"/>	From 05/10/07	Thru 05/24/07	From 06:00 AM	Til 04:00 PM	. M . W . F .	0:00:30
<input type="checkbox"/>	Event					
<input checked="" type="checkbox"/>	From 05/10/07	Thru 05/24/07	At 04:00 PM	Til Midnight	. M . W . F .	0:00:15
<input type="checkbox"/>	Event					

Building on the first example, the second range shown here adds a second condition – play for 15 seconds at a time from 4 PM to midnight.

EVENT SCHEDULING

Event scheduling specifies an exact date and time when a page will play. This is often used in conjunction with triggering a playback device such as a DVD or VHS player, to play back a recording at a specific time. Event pages will not play as part of the normal page rotation.

To make a range an event, simply check the **Event** box.

A screenshot of a software interface for event scheduling. It features a yellow background. At the top, there is a row of controls: a checked checkbox, the text 'On 08/29/11', an ellipsis, the text 'At Midnight', an ellipsis, another ellipsis, and the time '0:00:02'. Below this row, there is another row of controls: a checked checkbox, the text 'Event', a radio button labeled 'Single', and a radio button labeled 'Repeat'.

The **start date**, **start time**, and **dwell time** fields can easily be adjusted as shown above. In this example, the page will play for 9 seconds at midnight on August 29, 2011.

To make the page play more than once, select **Repeat** and more options will become available.

A screenshot of a software interface for event scheduling, similar to the one above but with more options visible. It features a yellow background. At the top, there is a row of controls: a checked checkbox, the text 'From 08/29/11', the text 'Thru 09/02/11', the text 'From 08:00 AM', the text 'Til 06:00 PM', the text 'Weekdays only', and the time '0:00:09'. Below this row, there is another row of controls: a checked checkbox, the text 'Event', a radio button labeled 'Single', a radio button labeled 'Repeat', and the text 'Repeat every 1 hours'.

In this example, the page will play between 6 AM and 6 PM on weekdays between 8/29 and 9/02/2011. It will be on-screen for 9 seconds every hour on the hour between those times. The interval at which the page repeats can be changed by clicking on the text that says **Repeat every 1 hours**.

Select an interval first (seconds, minutes, hours, days), and then a number.

- » NOTE: A page scheduled as an event will override any page currently playing. Be careful when scheduling repeating events and make sure you don't have two events that will repeat at the same time. Only one of them will play and there is no way to know which page will play.

EXTERNAL DEVICE COMMANDS

From this tab, commands can be assigned to trigger external devices supported by the IMPRESS.

VTR/DVD Control: The IMPRESS, when used with the optional DVD/VTR control module, support scheduling and control of multiple DVD/VTR units.

Adtec MPEG Player: The IMPRESS can also issue commands to Adtec MPEG players, allowing for the incorporation of encoded MPEG content into a project.

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Specifications

Content:

Text - all TrueType fonts

Images - JPG, JPG2000, PCD, TIFF, BMP, RLE, DIB, EPS, GIF, PNG, TGA, IMG, DXF, PCX, DCX, and WMF clipart

Video Files - DivX (1080p max resolution), H.264 (mp4) (720p max resolution), Flash SWF, Flash FLV

External Video - Scaled Video

Window or Full Screen Video

Overlay Regions - 4 regions for static or crawling text/graphics

Video Modes - The IMPRESS unit in most cases will be connected with a StreamNet Encoder MLAV9300 or MLAV9500-CS, with the encoded data decoded by a VL9300-CS or VL9100 decoder. In these situations The IMPRESS unit will be used as one of the sources for a StreamNet system.

The table shown below lists the format and resolutions of each device:

I/O:

Video Outputs - 1 VGA, 1 DVI

Audio Outputs - 1 x 1/8" Stereo

Audio Inputs - 1 x 1/8" Stereo, 1 x 1/8" Mono

Ethernet - 10/100/1000 Intel

Mechanical:

Dimensions -

8.66" (220mm) Width

1.73" (44mm) Height

9.00" (228mm) Depth

Form Factor - Half Rack, Sub 1U

Power Supply - 12V, 6.6A brick supply

System:

Processor - Intel Core 2 Duo

Graphics Core - Intel GMA i945

Memory - 1GB

Hard Drive - 160 GB

Format	Resolutions	Encoders		Decoders	
		MLAV9500-CS	MLAV9300	VL9300-CS	VL9100
4:3	800x600	Yes	Yes	Yes	Yes
	1024x768	Yes	Yes	Yes	Yes
16:9	1280x720	Yes	No	Yes	Yes
	1280x768	Yes	Yes	Yes	Yes
	1376x768	No	Yes	Yes	Yes
	1920x1080	Yes	No	Yes	No

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